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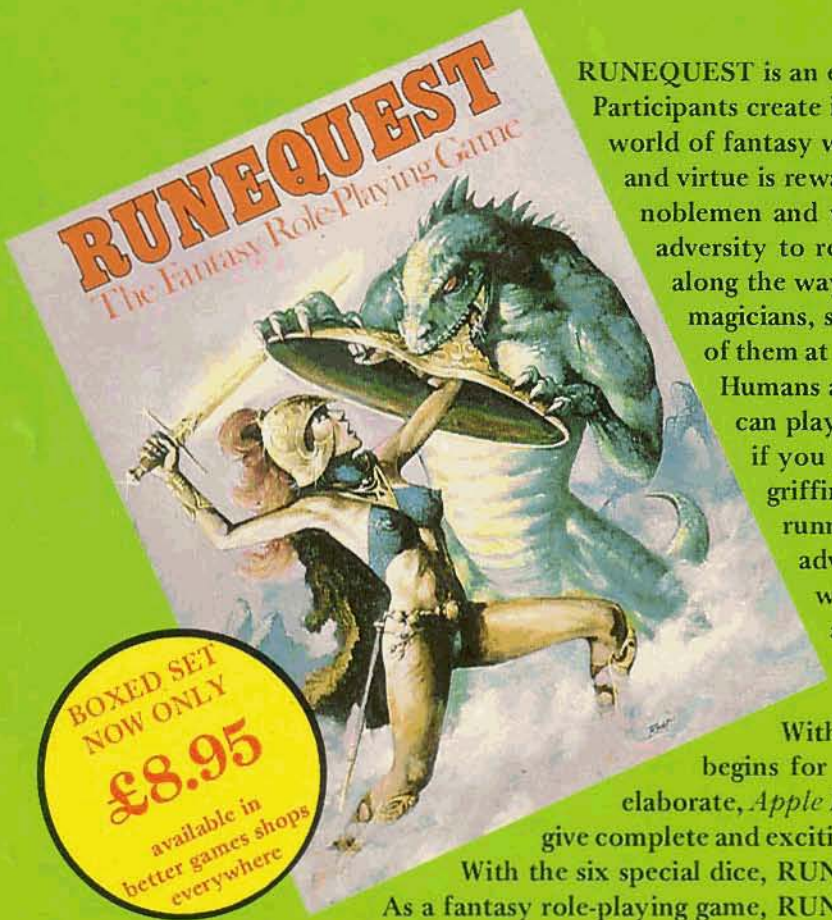

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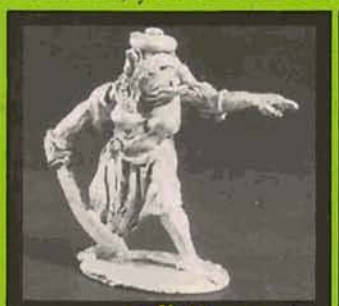
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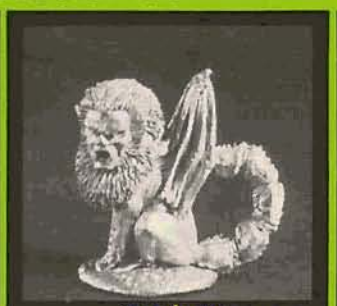
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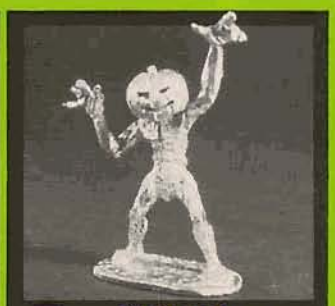
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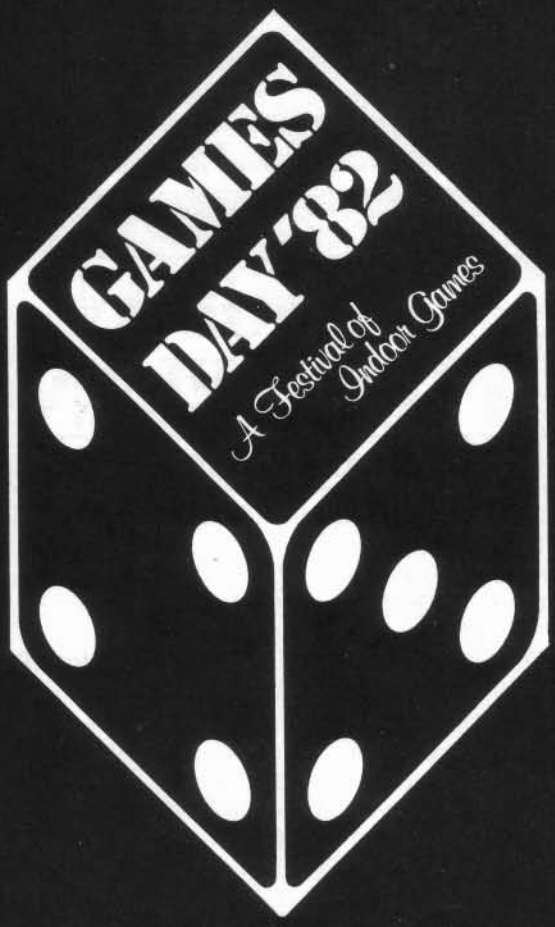

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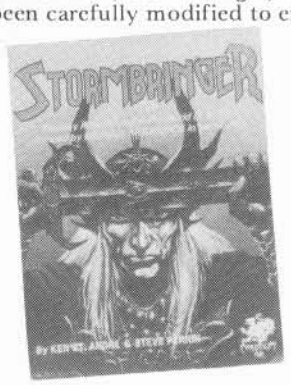

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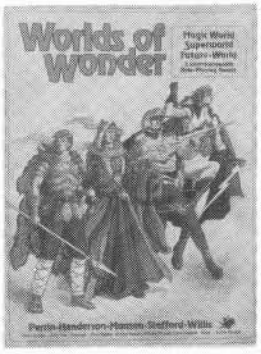

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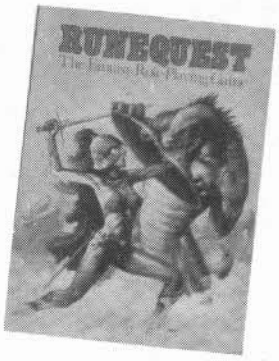

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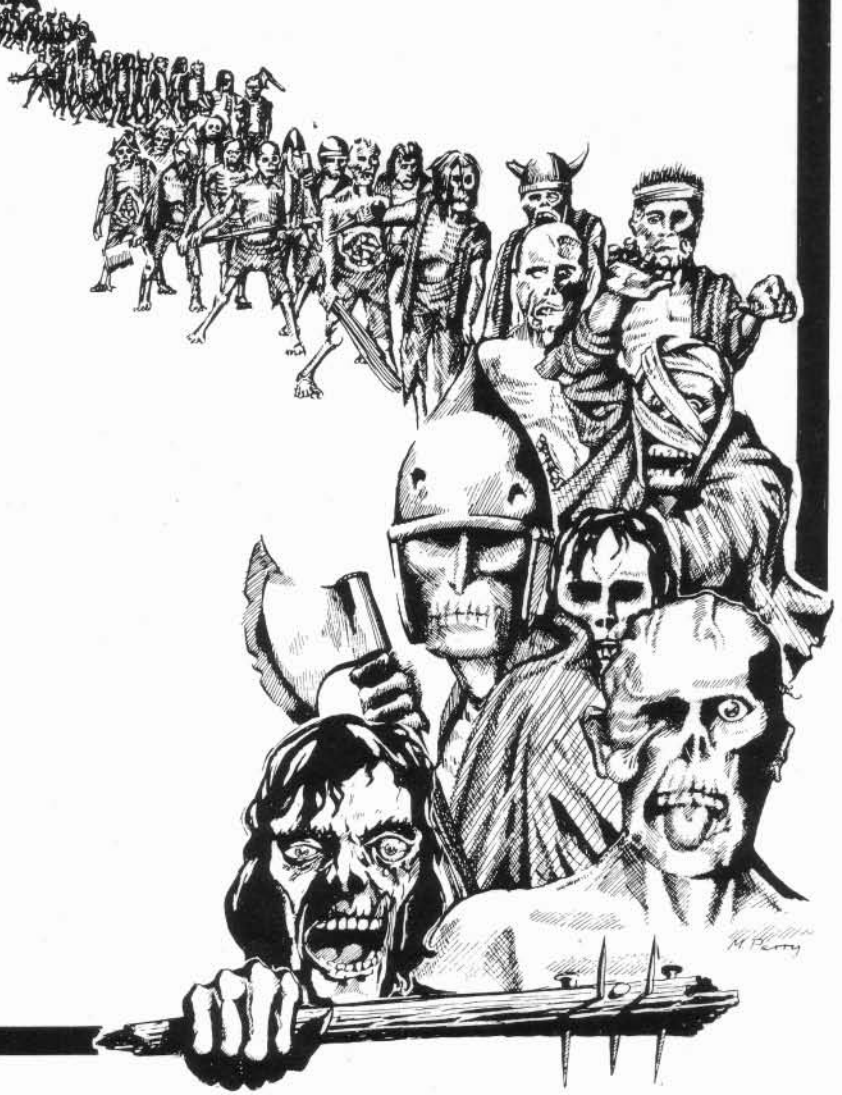
THEY WERE CALLED UP FROM THE
BOWELS OF THE EARTH,
VILE FORMS STAGGERING FOWARD
ON RAGGED LIMBS.
THE GRIN OF DEATH LEERS FROM
EVERY RANCID FACE
AS THEY STUMBLE UNBLINKING
INTO THE LIGHT.
THERE IS NO ESCAPE.

THE ZOMBIES ARE COMING.



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Issue No 32

August 1982

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This represents another important step in our history and we hope that readers will continue to support us in our efforts to produce the best role-playing games magazine in the universe.

Details of subscription rates can be found on page 5, and remember to use the *Feedback* column to put your influence on the magazine.

I wonder if we will ever become a weekly . . . .

Ian Livingstone

FEATURES

Lore of the Ring — *Stephen Bland* 10
Tolkien's Rings in *D&D*

STL — *Marcus L Rowland* 12
Slower-Than-Light Ships in *Traveller*

The Town Planner — *Paul Vernon* 14
Part II: Designing Towns and Cities

A World of Your Own — *Ken St Andre* 17
Devising a style of play in *T&T*

Chaos from Mount Dorren — *Phil Masters* 20
An *AD&D* mini-scenario

DEPARTMENTS

Open Box 18
A look at some new games by independent reviewers

Starbase — *edited by Bob McWilliams* 23
A *Striker* design competition

Letters 24
Readers' views, questions and comments

RuneRites — *edited by Oliver Dickinson* 25
Griselda's Statistics and *The Cyclops*

Fiend Factory — *edited by Albie Fiore* 26
Little Things — a collection of minor monsters

Treasure Chest — *edited by Jamie Thomson* 28
Drug Use and Abuse in D&D

News 29
What's happening in science fiction and fantasy gaming

Small Ads 30
Clubs, Help! and Classifieds

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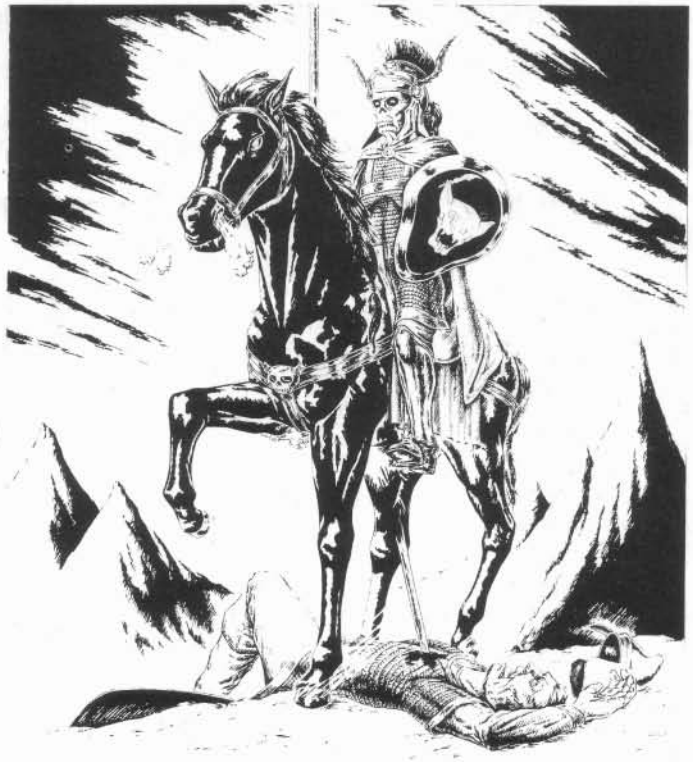
Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

An adaption of Tolkien's Rings of Power

Three Rings for the Elven kings under the sky,
Seven for the Dwarf lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne,
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them,
In the Land of Mordor where the Shadows lie.

One of the Rings

by Stephen Bland



The *One Ring,* the *Greater* and the *Lesser Rings of Power* feature greatly in the works of JRR Tolkien but whilst other aspects of the *Middle Earth* story are used in *D&D* (eg orcs, etc) the rings themselves have been relatively ignored.

There were four main types of ring:

1. The *Lesser Rings* made by the elven smiths whilst learning their craft. These are represented by *D&D Rings of Invisibility, Mammal Control etc.*
2. The *Lesser Rings of Power* — these were the rings given to men and dwarves, with different effects on different races. Elves were entirely unaffected by these rings.
3. The *Greater Rings of Power* — these were the three rings wielded by the elves, 'made by Celebrimbor alone with a different power and purpose'.
4. The *Ruling Ring* — the *One Ring* which was dominant over all the others.

All the rings (apart from the elvish ones) were subject to Sauron and the *One Ring* was constantly trying to get back to him. The best way to treat this is to assume that Sauron is a lesser god existing on another *Plane.* The *One Ring* is trying to get back to him and this can be represented by giving it a 1% chance per month of being 'lost' by its owner unless kept locked away for an entire month. In *D&D,* however, it will never actually return to Sauron.

The Greater Rings of Power

Description: The three *Greater Rings* are invisible to all who have neither seen Sauron nor worn one of the other *Rings of Power* and thus can only be found by touch. If they can be seen, they are 'polished gold, overlaid with silver light'. Each has a gem of the colour indicated in their names: Vilya, *The Blue Ring of Air;* Narya, *the Red Ring of Fire;* Nenya, *the White Ring of Adamant.*

Powers

There is very little indication as to the powers of these rings in the works of Tolkien because they were made for peaceful use. The reader is told that it was through the power of Nenya that Galadriel was able to slow down time in Lorien and in the appendices of *Lord of the Rings* it is said that Círdan gave Narya to Gandalf so that 'with it you may rekindle hearts in a world that grows dull'. From this last property we could say that the wearer is immune to fear and that all within 100' do not need to take morale checks and that while wearing it the character's charisma is raised to 18. From the first, more nebulous power, the wearer is imbued with elvish life together with immunity from attacks by a ghost. In addition the ring acts as a *protection from undead* scroll within a 50' radius (it will be remembered that the Nazgûl could not enter Lorien). Furthermore all vegetation will live twice as long in the realm of the wearer and all livestock will have twice as many offspring.

The Lesser Rings of Power and The Ruling Ring

If the wearer of the *One Ring* is 10th level or above he/she can command all the wearers of the *Lesser Rings* who would be 'quite incapable of acting against his will'. He/she still, runs the risk of falling under Sauron's domination though (see below).

Description of the One Ring: This is a gold ring 'round and unadorned'. If heated, the words 'Ash nazg durbatulûk, ash nazg gimbatul, ash nazg thrakatulûk agh burzum-ishi krimpatul' can be read, the 6th and 7th lines of the poem given above.

Description of the Lesser Rings of Power: These were gold and each had a gem but no more is known.

Possible methods of destruction: In *D&D,* the breath of an ancient red dragon is required to destroy a *Ring of Power* while it requires the fiery breath of Tiamat herself to destroy the *One Ring.* Should the *One Ring* be destroyed then all the other rings lose all their powers. The abilities of the *Lesser Rings* and the *Ruling Ring* are similar excepting the overall dominance of the *One Ring.* They can be treated as per a *D&D* artifact.

Minor Benign Powers: When worn any sound within 250' can be heard and 100' of infravision is gained. The wearer becomes immune to fear.

Major Benign Powers: The wearer becomes invisible and 'only in full sunlight could you be seen and then only by your shadow and that would be shaky and faint'. Thus there is only a 10% chance of detection if the wearer is outside in the sun (or under the full effects of a *light* spell).

Major Malevolent Effects: There is a 1% cumulative chance per year that the owner will fall under the control of Sauron. The player will lose control of his/her character as the ring soon turns the character into a Nazgûl. If the character is evil then the chance is 2%, cumulative per year. In addition, every day that a *Ring* is worn there is a 1% cumulative chance that this will happen. Nor can the ring be taken on and off at will. Should the character wish to take off the ring (which he cannot do if under the control of Sauron) then he must roll greater than 20-wisdom on

1d100, or he will be unable to remove the ring, and quickly fall under Sauron's control.

Prime Powers: With such terrible risks attending the great ring's use there has to be a great deal of compensating power to be gained by their use. This is not directly stated in the *Lord of the Rings* but it is said that during their life time the Nazgûl became great sorcerors and lords by the power of the ring and that a great deal of Sauron's power went into their manufacture. The following powers seem to be likely: a fighter doubles his hit points whilst wearing the ring and damage comes off hit points gained before real hit points. A thief becomes 10 levels higher in his thieving abilities. A cleric or MU will always cast his spells at their most effective eg a *cure light wounds* would always cure 8 points when the ring is worn, etc.

Side Effects: While possessing a ring a character will not appear to age significantly.

If a character should become a Nazgûl he is effectively out of the game. It is possible for a character to meet a Nazgul, kill it and thus get its ring and start the process all over again. For this eventuality the following statistics are given, a combination of Chris Morris' Night Rider *(WD17)*, the Nazgûl in *Chivalry and Sorcery*, and my own ideas.

THE NAZGÛL

Frequency:	**Very Rare**
No Appearing:	**1-9**
Armour Class:	**-2**
Movement:	**12"**
Hit Dice:	**13+13**
Treasure:	**None**
Attack:	**See Below**
Alignment:	**As Sauron**
Intelligence:	**Very**
Psionic Ability:	**Nil**

Nazgûl usually wear black cloaks, hoods and boots but these are merely covers for their incorporeal forms. They are undead, and are turned as per a lich. They have sensitive eyes which automatically close in bright sunshine, thus incurring a -2 hit probability (-1 in torchlight) but they can track faultlessly by smell. *Lesser Rings* and the *One Ring* will also draw them. They fear fire and will retreat before it 50% of the time. They have infravision to a range of 90'. In addition they can 'see' magic within 100'.

They have a number of attack methods. All creatures that see a Nazgûl must check morale each round. They can use a *command* spell three times per day which is transmitted by telepathy. They continually emanate a *fear* spell in a 20' radius as per the 4th level MU spell. They usually (80%) use a *Mace +2* but 20% of those encountered will have *+1 Daggers* (to hit only). If a hit is scored with such a dagger 1 hit point of damage is caused, the dagger breaks in the wound leaving a small splinter imbedded beneath the skin. Unless *remove curse* or *neutralise poison* is cast by a 10th level+ cleric or the herb Athelas is applied to the wound this will result in the victim becoming a black rider in 5-20 days (a 4HD Nazgûl completely subservient to the Nazgûl that inflicted the wound). The last attack method is the *black breath*. One hour after a character has been in particularly close combat with a Nazgûl he will suffer from continuous despair followed by nightmares, a weakening of the spirit, a failing of strength and after 4 hours unconsciousness will result. Finally, after 6 hours, death results. This can only be prevented by a *heal* spell, the herb Athelas or the touch of a paladin of at least 15th level.

Only a +2 weapon or better can harm a Nazgûl and any weapon less than +4 will dissolve after striking the Nazgûl. Nazgûl also have 50% magic resistance.

Nazgûl use two forms of steeds — the horse and a race of Winged Beasts that has no name in the tongues of elves and men. The horses are equivalent to heavy warhorses, black in colour with red eyes and have the ability to communicate telepathically with their masters. The Winged Beasts are as follows:

WINGED BEAST

Frequency:	**Very Rare**
No Appearing:	**1-9**
Armour Class:	**2**
Movement:	**24"**
Hit Dice:	**12**
Treasure:	**None**
Attack:	**2 claws for 1-4, Bite for 3-18**
Alignment:	**Lawful evil**
Intelligence:	**Low**
Size:	**Large (30' long).**

These fearsome beasts are horrific in appearance with a horse's body and a serpent's head with dragon-like wings. Their most feared attack is their horrible bite. ■

STL

Slower-Than-Light Ships in Traveller

by Marcus L Rowland

Jump travel is such a basic part of *Traveller* that referees may forget that other systems exist. Methods for Slower Than Light (STL) interstellar travel are available at tech levels of 7+, though more common at higher levels where cultures have failed to discover jump technology. There are several possible techniques for STL flight, some slow and some approaching lightspeed.

Ramships

These craft use intense magnetic fields to sweep molecules of interstellar hydrogen into a fusion reactor powering a conventional reaction drive. High speed is required to accumulate sufficient hydrogen to sustain the reaction and a secondary fuel supply is thus needed for initial acceleration and final deceleration, usually carried in drop tanks which are also used as shields at high speed. The massive field generation equipment and drop tanks limit these ships to a relatively small payload, usually less than 50 tons of cargo and passenger accommodation (including life support equipment) in a 500-ton hull. The main advantage is their high speed, with relativistic velocities achieved during mid-flight. This means that a journey of one parsec (3.26 light years, equivalent to J1) will take at least 3.26 objective years but may take much less subjective time (see Table 1).

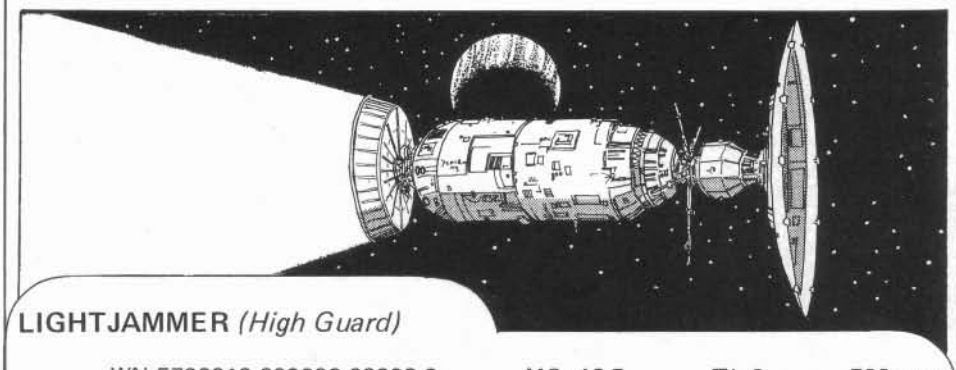
Ramships are limited to speeds below 0.8C, suffering severe field instability and radiation problems at higher velocities. Hazards include intense magnetic fields, endangering unshielded life at several hundred kilometres range, immense kinetic energy, and the normal dangers of fusion drives. Ramships are relatively vulnerable to micrometeorites at high speeds, taking damage as though hit by missiles, and may also suffer if they hit unusual concentrations of interstellar gas or dust.

The ramship's low agility is primarily due to the power requirements of its magnetic scoop systems. Ships auxiliary equipment includes normal fuel scoops, helicopter, ATV, and scout and military gear.

Costs and specifications are estimates based on ancient Terran plans for several craft apparently built before that world's discovery of jump travel, and may be partially inaccurate. No Imperial contractor is currently equipped to build this type of ship, and it is not believed that such vessels are in use anywhere within the Imperium.

RAMSHIP *(High Guard)*

SZ-5401A31-200000-30002-0 MCr 395.7 TL12 500 tons
Batteries Bearing 2 1 Crew = 4
Batteries 3 3
Passengers = 0 Low = 4 Cargo = 20 Fuel = 250 Agility = 1.5 EP = 50
Maximum Acceleration of Ramship: 1g normal use, 2g emergency (but ship has no compensators). Drive can be operated at all times.



LIGHTJAMMER *(High Guard)*

WN-5700010-000000-00000-0 MCr 42.5 TL 9 500 tons
Passengers = 0 Low = 0 Crew = 0 Cargo = 450 Fuel = 4 Agility = 0 EP = 0
Maximum Acceleration of Lightjammer: 0.0001g near sun, decreasing as craft leaves solar system. Extensive use is made of tacking manoeuvres around larger planets, and close solar approach manoeuvres are also used to get around larger planets.

ASTEROID SHIP

PN-S900023-630000-30007-0 MCr 205.45 TL 7 Mass 250,000 tons
Batteries Bearing 3 3 1 Crew = 30 (rotating with low watch)
Batteries 1
Cargo (includes available space) = 12000 Fuel = 800 Agility = 0 Low = 400
EP = 15 (from onboard fission reactor not shown in USP)
Maximum Acceleration of Asteroid Ship: Each bomb imparts approximately 10 minutes of 1g acceleration to the vessel, peaking at 2-3g a few seconds after the explosion then decreasing to an eventual 0.5g as acceleration ends. Extensive use is made of 'slingshot' manoeuvres around larger planets.

Lightjammer

These are much slower than ramships, with maximum speed around 0.01-0.05C, and are usually a product of TL 6-8 spacefaring cultures. A typical lightjammer has a lightweight hull (costing half as much as a normal hull of the same displacement) deploying a metallised plastic sail with an area of a square kilometre or more per ton of hull. This sail absorbs energy from photons and accelerates accordingly. There are no special advantages to any particular size of ship, but sail costs rise with size. Typical costs per square kilometre are 0-100Km2 (MCr 0.01); 100-200Km2 (MCr 0.02); 200-300Km2 (MCr 0.03); 300-450Km2 (MCr 0.04); 450-700Km2 (MCr 0.05): Sails above 700Km2 show accelerated failure rates, and are not usually constructed.

They are occasionally used within the Imperium as low cost bulk cargo carriers, usually unmanned and fitted with a minimal power plant, an extensive foamed plastic micrometeorite shield, and a guidance and maintenance computer.

Asteroid Ship

There are several examples of interstellar STL craft based on natural asteroid hulls, most built at low technological levels. One example, found drifting in the Glisten subsector, had the following approximate specifications:

The vessel used fusion bombs, exploding against a buffered rear plate, for propulsion, and was also equipped with low power manoeuvering thrusters. It is estimated that several hours were required between each propulsion explosion. The price is an estimate based on the ship's structure as originally built, and includes an estimated 1,000 small fusion bombs (based on hold capacity), eight non-standard unpowered re-entry gliders (based on one surviving example and hangar space), and two chemically-propelled auxiliary vessels of unknown construction (based on hangar space and fittings). The vessel was apparently abandoned at some time in the early 500's, and when discovered was travelling towards the Galactic South 'below' the normal plane of exploration.

Table 1
Speed, Time Dilation and Journey Times for a 1-Parsec Flight
(ignoring initial acceleration and final deceleration)

Velocity (C) 1C-Lightspeed	*Velocity Km/Hour*	*Time Dilation (Tau)*	*Journey Time (Years) Objective*	*Subjective*
0.1	107000000	0.995	32.6	32.44
0.2	214000000	0.98	16.3	15.97
0.3	321000000	0.954	10.87	10.37
0.4	428000000	0.917	8.15	7.47
0.5	535000000	0.866	6.52	5.65
0.6	642000000	0.8	5.43	4.35
0.7	749000000	0.714	4.66	3.33
0.8	856000000	0.6	4.075	2.45
0.9	963000000	0.436	3.62	1.58
0.95	1016500000	0.312	3.43	1.07
0.99	1059300000	0.141	3.29	0.46
0.999	1069800000	0.045	3.263	0.146

Scenarios
The following scenarios are a skeletal framework for adventures involving STL starships. The format consists of an initial listing comprising the nature of the patron or source of information, required skills, and required equipment, a paragraph of players' notes, and referees' information including several options for the outcome.

1. Shipowner
Required Skills: Pilot, Vacc suit
Required Equipment: None
Players Information:
The patron recently inherited a small shipping line, whose assets include five lightjammer freighters launched in the early 800's. These craft will arrive in a neighbouring system in five years. An audit suggests that one of the craft may have never been launched, with the cost of construction embezzled. The patron intends to use one of his firm's small freighters to jump to the estimated location of the ship and investigate. He is hiring an independent crew for the sake of secrecy.

Referees Information:
The patron has radio codes necessary to disarm the lightjammer's automated meteor defence laser and internal security programmes.
1-2: No ship will be found. The money was embezzled. The patron will ask the players to keep the matter secret so that a quiet investigation can be made, but this will really be an attempt to protect the firm's market viability.
3: The craft will be found after 4d6 days search, with a cargo of low-grade fissionable ores worth MCr 0.4.
4: As 3 but the patron's codes will fail to disable the ship's defences.
5: As 3 but the cargo is platinum ore worth MCr 6.2.
6: As 5 but pirates have heard rumours of the investigatory flight and a corsair will arrive 3d6 hours after the team.

2. Pirate
Required Skills: Vacc suit, Combat
Required Equipment: Vacc suit
Players Information:
The patron has heard rumours that a local shipowner is going to intercept a lightjammer launched in the early 800's, and that it may contain a valuable cargo of ore. He has bribed a computer programmer to give an estimated position for the lightjammer, and intends to intercept it and steal the cargo before the shipowner's craft arrives.

Referees Information:
The ship is equipped with an automated meteor defence (pulse laser) and an internal security programme, but this is not known to the patron.
1: No ship will be found, as the programmer gave the wrong co-ordinates.
2: The lightjammer will not be found but a small freighter will arrive after 4d6 days search, holding the owner of the shipping line and a hired crew.
3: As scenario 1, 3. The shipowner's craft will arrive 1d6 days after the pirates.
4: As 3 but the two ships arrive together.
5: As 3 but the shipowner reaches the lightjammer 1d6 days before the corsair.
6: As 5 but the lightjammer's cargo is platinum ore worth MCr 6.2.

3. Scout
Required Skills: None
Required Equipment: Starship
Players Information:
The players meet Patrick Falkirk, a retired scout, in a bar. He is apparently in the last stage of alcoholism, and repeatedly tells a rambling story about a strange starship he found drifting in space, an asteroid propelled by fusion bombs. Falkirk says that he never reported the discovery, intending to return one day and loot the vessel. After producing a small data-chip he collapses and later dies.

Referees Information:
1: Falkirk is insane. The chip is an adventure game programme set in a lost primitive starship.
2: Falkirk told the truth, and the ship will be found at a location described in the chip after 2d6 days search. The vessel holds several primitive (and extremely unstable) hydrogen bombs, four primitive pulse lasers, and tools and ores worth several hundred thousand credits.
3: As 2 but the ship was rediscovered by the Imperial Navy and has been posted with automatic interdiction buoys to prevent unauthorised intruders.
4: As 3 but a commando squad is on board disarming and removing the bombs.
5: As 4 but the squad is supported by two picket vessels which are outside detection range.
6: As 5 but the commando team will arrive 1d6 days after the team.

4: Diplomat
Required Skills: None
Required Equipment: Starship
Players Information:
The patron is a Flosk, an alien from a world with an exotic atmosphere recently contacted by the Imperium. Its race have always suspected that they originated on another world, and the scout who discovered their planet confirmed this hypothesis by finding an archaic STL starship adrift in the local asteroid belt. The diplomat wishes to hire the team to search the ship for clues then try and find its race's ancestral home. It cannot accompany the team, since Flosk technology is not yet capable of building a reliable spacesuit and normal ship purifiers cannot duplicate the Flosk atmosphere.

Referees Information:
The ship is an asteroid propelled by fusion explosions, but all machinery and most other fittings are removed and the vessel is little more than a hulk.
1: A thorough search of the ship (no time limit) will find no clues.
2: A thorough search of the ship (lasting 2d6 days) will find a stylised diagram etched on a cabin wall. If the diagram is entered into a computer it will eventually print a list of three possible systems. 1: The first system is the Flosk home. 2-3: The second system is the Flosk home. 4-5: The third system is the Flosk home. 6: None of the systems hold the Flosk home world. The Flosk homeworld has degenerated to near-savagery following a biological war.
3: As 2 but the Flosk world was devasted by nuclear war – all life is extinct.
4: As 3 but there is a small technologically-advanced enclave of survivors who will attempt to steal the ship and escape their dying world.
5: As 2 but the Flosk homeworld's sun has gone nova, and all life is extinct.
6: As 2 but the computer will take 2d6 hours to establish that the diagram is a representation of the Flosk equivalent of DNA.

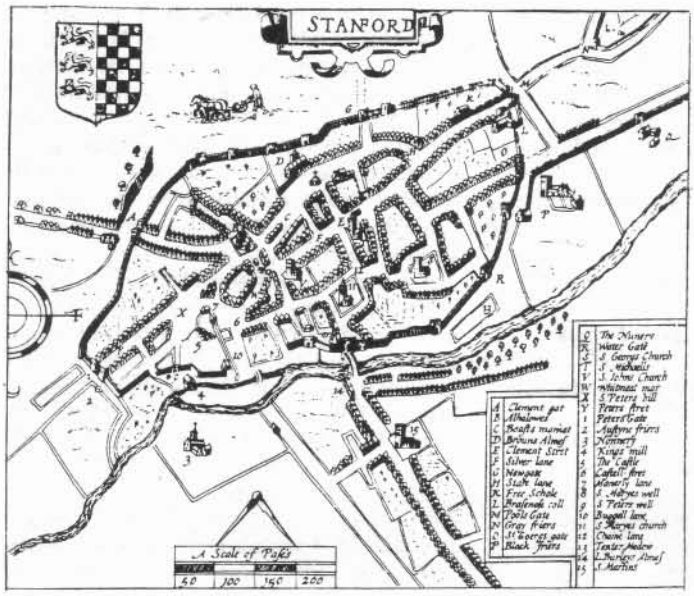
5: Noble
Required Skills: Pilot
Required Equipment: None
Players Information:
The patron is an amateur archaeologist, and has long been interested in the history of STL interstellar travel. Two years ago astronomers in a neighbouring system detected an object moving at relativistic velocities, apparently some sort of fusion-powered starship. The patron wants to intercept this vessel in flight, and board it if possible. He has managed to interest the subsector's Navy Admiral in the project, and the patron's yacht will be ferried to an appropriate launch point and boosted to ¾ of the necessary speed during the trials of a new Frontier Cruiser. It is fitted with boosters and drop tanks so it can reach the correct velocity and decelerate after an investigation. The patron is an experienced navigator, but needs a pilot and crew.

Referees Information:
The yacht is a standard *Book 2* design, though fitted with a turret and two beam lasers and with boosters and drop tanks for the mission. The flight will take a total of 90 days, 50 on board the cruiser and another 40 making the final boost, and deceleration another 120 days.
1: The object is a fast asteroid made of antimatter, releasing energy as it touches molecules of interstellar gas. Any attempt to land will be disastrous.
2: The object is a hydrogen ramship, sweeping gas into a fusion reactor to power its drives. The craft was built on a lost human colony, and its crew will be delighted (though very surprised) to meet the team. The craft's magnetic scoop fields are dangerous for unshielded personnel, but will not penetrate the yacht's hull.
3: As 2 but the crew are highly suspicious of any approach and will attack the yacht with their lasers and missiles.
4: As 3 but the ramship's crew can focus their ship's magnetic fields to penetrate the yacht's hull.
5: As 2 but the crew are aliens (though still pleased to make contact).
6: As 3, but the crew are aliens (and highly suspicious of any contact). ■

The Town Planner

by Paul Vernon

PART II: DESIGNING TOWNS AND CITIES



Background and Topography

Much initial planning is necessary in town and city design and questions must first be answered. Firstly, did it mushroom from an existing village through fortuitous siting or was it always intended as a town? If it were a planned town, the whole site would have been owned by a single individual or corporation, and be founded near the protection of a castle or abbey, by river crossings, or in areas where routes crossed and merchants were already congregating. So who owned the site originally and what became of them afterwards? Was the whole town plan laid out from the start or was the area given a charter, building materials, low rents and/or other inducements and then left much to its own devices?

Any town must have a solid economic foundation. So secondly, 'What does it do?'

Trade is the lifeblood of towns, and the most influential factor in the shaping of medieval towns was the crossing of trade routes (either by land or by water) where a market might grow up. The trade in small market towns would be local in nature, the town providing goods and services needed by agricultural communities in the area in exchange for farm produce. Larger towns would provide luxury and manufactured goods for wealthier customers and serve as an inlet and outlet for these and for certain valuable raw materials as well.

Markets would be held once or twice a week, the stalls being arranged in separate rows for each type of merchandise. Salisbury market, for example, had a Butcher Row, Fish Row, Pot Row, Cordwainer Row (shoes), Ironmonger Row and Wheeler Row. Some towns had separate markets for different goods. The early 17th century map of Stanford above shows both a Beasts Market (c) and a Whitmeat (presumably poultry) Market (w), the market cross of the former being clearly visible.

Fairs would be held once or twice a year and draw people from much farther afield than would the markets. They were usually held in fields outside the town. All shops in the town would be closed for the duration of the fair (from a few days to three weeks in some cases) as all trade had to be conducted at the fair itself. Merchants would come from afar to sell goods which the town itself was unable to provide, and some of the buyers would travel similar distances if the fair were sufficiently well known. Fairs even had their own courts to settle trading disputes.

Transport in the middle ages, at least by road, was no easy matter. Raw materials used by trades in a town would not generally come from very far away, and any goods produced by the town would not usually travel very far either. As an example, the usual distances travelled (by cart and packhorse) by various goods from the medieval port of Southampton were as follows: coal and building materials – up to 20 miles; household goods, iron, fish – 30 miles; wine – 60 miles; and dyestuffs – 120 miles. Generally speaking, the higher the value/weight ratio, the further the goods could expect to travel. There were exceptions of course. The exports of medieval England consisted in the main of good quality wool, tin, and cloth, but it was much easier to transport goods by water in any case.

Since the town or city is for a campaign, a fair idea should already be had of any raw materials and trading links which are available. This adds realism and it is useful to have the information to hand should inquisitive players find a use for it.

The needs of a town would be similar to those of a village, though as well as being on a larger scale they could be provided from farther afield. Of prime importance would be fresh water, provided in Stanford by the river and two wells (8 & 9).

The areas around most towns would be under cultivation. The extensive open areas inside the town itself would be put to use by their holders, growing fruit and vegetables in the main, and all townsmen would have had the right to graze animals on the open land when the crops had been picked. In connection with their agricultural aspects most towns would have at least one mill (4).

The main streets would be the most popular sites for shops and houses, especially by the town gates and in the centre where the stone houses of the richer citizens would be found along with the guildhall (home of the guild merchant which controlled the markets and fairs and thus most of the town's trade), the market place (Stanford, c & w), the stocks (at the far end of f, Silver Lane), and the court (possibly in the guildhall).

For mutual protection and co-operation trades would be centred on one area, if not on a single street leading off one of the main routes. These streets would be named after the resident trade. Alleys out of these streets would lead to stables, lay-stalls, and the hovels of poorer artisans and labourers.

The suburbs, straggling along the main routes outside the town, were also inhabited mainly by the poor, who were more or less deliberately excluded from the town proper even when land was available within the town walls to house them.

However, certain NPCs, trades, and occupations would be near other focal points. Sailmakers would wish to be near the harbour, for example, and access to a source of running water is needed both in the manufacture of cloth and the grinding of corn. Also, in the later middle ages the more offensive trades and those constituting a fire risk were banished to the less populous areas of towns and to the suburbs. These trades included butchers, fishmongers, tanners, smiths, potters lime-kilns and tileries.

Town walls and a castle (5) were a feature of many towns, especially those possessing a royal charter. Even those towns not founded by the king might enclose the founder's castle.

Religion would also leave its mark indelibly upon a town. Stanford contains no fewer than six churches, three friaries, and two nunneries, in addition to a school and college which were probably also under clerical control. Some towns were, in fact, founded by churchmen. Instead of being dedicated to different

saints, the temples of an FRP town would be dedicated to different gods, a wide range of which could co-exist as long as their anti-social aspects were (at least publicly) kept in check.

Cities would have a number of features generally lacking in towns. Firstly, being a centre of government administration (as most cities were) they might have palaces to house the rulers, high ranking officials, and the machinery of government. They might also have a mint where coins of the realm could be struck, and a prison (though towns sometimes had prisons too).

Cities might also have a large military presence. The ruler's guards could be stationed there, as could his field army, with barracks, granaries, and other ancillary buildings.

FRP cities make further demands, though what these are exactly will depend upon the campaign, since they might house 'colleges' for sages, MUs, monks, bards etc, the various 'adventurer' guilds, and various things connected with these.

The final features which cities are more likely to have than towns are 'cultural amenities' — libraries, theatres, an arena, a hippodrome (for racing horses, chariots, etc), a sports stadium, a tournament site, a zoo and so forth. Whether any of the above appear in one city will depend upon the flavour of the campaign.

Once the main features of the town or city have been decided, a large scale plan can be made, showing the street pattern (possibly split up into plots), walls, and main buildings. (Stanford was approximately 1600 feet by 800 feet, and at a scale of 1 inch to 50 feet would fit onto a piece of graph paper 32" x 16").

Other buildings and the myriad shops and dwellings, should not be drawn in until it is established exactly who lives there.

The Urban Population

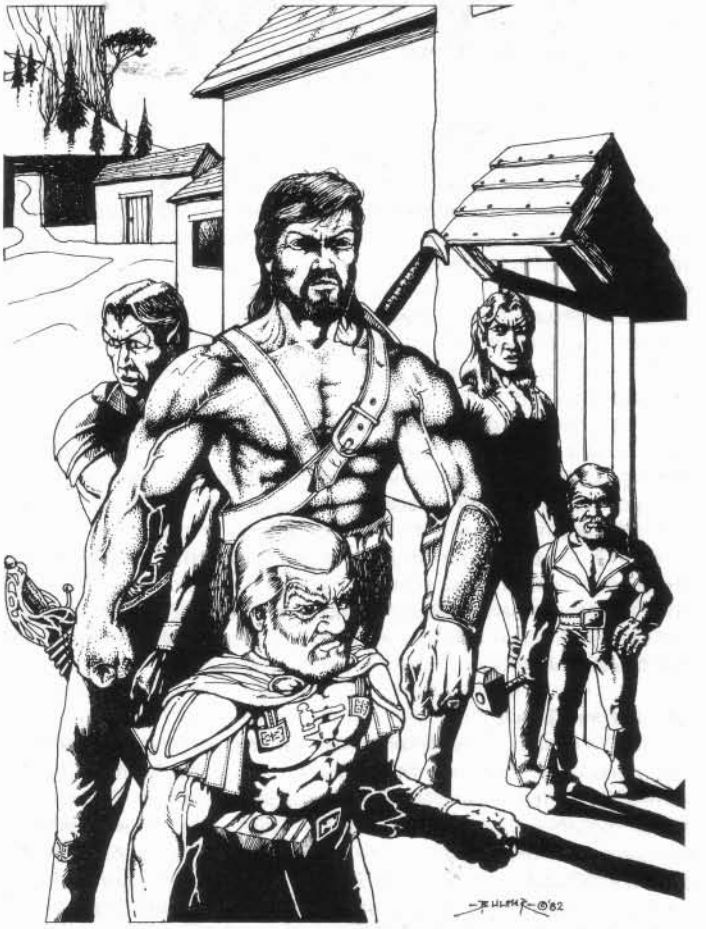
In 1086, England had about 9,000 villages each with an average population of 150, whilst only five towns — London Norwich, York, Lincoln and Winchester — had over 1,000 burgesses. There were hundreds of small market towns serving a radius of 3-5 (and sometimes 10) miles, and even in 1520 their populations would average only 5-600 with larger ones having 3-4,000 at most.

The populations of even the largest cities were very small by modern standards — 14th century London had only 50,000 inhabitants (75,000 in 1500), while York, Bristol, Norwich, Plymouth, and Coventry had 10-13,000 and Gloucester, Newcastle, Exeter, Salisbury and Winchester had 5-8,000. It is useful to have an idea of the 'target' population and to have established exactly what is going to be in the town. Then, to detail the population, begin at the top of the social scale and work downwards. Naturally, the further down the scale, the less detail is needed for adventurers are far more likely to have dealings of one sort or another with all the rich merchants than with all the labourers. Just how much detail is a matter of choice, for more can be added later. For anyone from town dignitary to master craftsman, useful things to know at this stage are: name; age; number of henchmen, craftsmen, journeymen, apprentices, labourers, and/or scribes employed (from which the income and wealth can be ascertained — see *Designing a Quasi-Medieval Society, Parts I and II* in *WD29* and *30*); alignment or religion; marital status; number of children; and number of household servants. If this is done, an accurate figure for the total population will be obtained, determining how many dwellings will be needed to house the various craftsmen, labourers, servants, etc without having to go into a similar wealth of detail.

The social structure of a medieval town was surprisingly similar to that of a modern one. The great disparity between rich and poor had already emerged. In late medieval Norwich, for example, 6% of the population owned 60% of the town's wealth, as opposed to the 7:84 ratio of today. As an illustration, according to its tax assessment, the class structure of Leicester in the early 16th century was as follows:

Percentage of Population	*Class*	*Wealth Assessed At*
30%	Poor	Too poor to be assessed
30%	Upper Working	£1
30%	Lower Middle	£2-10
7%	Middle	£10-40
3%	Wealthy	Well in excess of £40

How much in excess of £40 the wealthy could own may be surmised from the fact that in 1523 a Norwich grocer was assessed at £1,100, whilst the highest assessment at this time (outside the peerage and London) was £1,333 for a clothier's widow. Even a middling merchant in the provinces could hope to exceed the incomes of many of the local country gentry. In the cities, of course, the rich were even richer, and £1,500 in accumulated capital was not unusual in London. For purposes of the *above figures only*, £1 can be equated to roughly 50gp in *AD&D* terms.



Dignitaries and Denizens

The obvious starting point is the town government who would be attended by various ministers and officers in different branches of government. Some members of the local gentry may have urban residences, and in cities they would be joined by powerful nobles, both groups being attended by henchmen and retainers.

Other fighter types would be found with any military units, the town or city guards, constabulary, etc. There could be a few retired adventurers, perhaps now engaged in trade or tutoring others in the use of arms, and freelance mercenary or caravan commanders together with ships' captains and lieutenants.

If a magical college is present, then its staff and students must be accounted for. If not, there may still be a few MUs in residence, possibly living off wealth gained in younger days, or friends/henchmen of the rulers or others, or perhaps financing their magical research by being alchemists, herbalists, lapidaries, etc.

The various temples will naturally provide a number of NPC clerics. A useful guide to the level which the head of a temple should be is the number of worshippers he/she tends to. If, for example, we say the cleric is of nth level, then the number of worshippers attended to might be $10 \times 2^{(n-1)}$. Thus a 1st level cleric would have a congregation of 10 and a 6th level one, 320. A church hierarchy for each religion could be instituted, with the priests of the villages being in the charge of the clerics of the towns who are subservient to the arch-clerics of the cities.

The Assassins Guild poses a few problems. To function at all, it must be accessible to prospective clients, and it won't generally be countenanced, at least not officially. The only way a Guild could operate, really, is with official connivance, ideally as a▶

▶clandestine organ of government performing a number of 'official' jobs and having a list of forbidden targets. Less satisfactorily, it could have a number of government officials in its pay who did what they could to allow the Guild to operate without hindrance. Thus, Assassins Guilds would usually be in or near cities or centres of power, with one or two members stationed in nearby towns.

Thieves Guilds pose similar problems. They might be left alone if they too had a 'forbidden list' (inclusion in which could perhaps be bought) and kept a vigorous check on freelance thieving, or if they bribed officials in a similar way to assassins. Alternatively, since accessibility is not as important for them, they could be secret, underground organisations whose very existance would be denied. Most towns could support a Thieves Guild and larger towns and cities more than one, each with its own frequently contested territory in a mafia-type framework.

There could also be a number of adventurer NPCs there for a specific purpose. Their quests could be on their own account, or they could be in the employ of some individual, cult, society, or group. Most will be specifically placed in connection with potential adventures written into the fabric of the town.

The non-adventurer dignitaries will be the town's richest tradesmen, merchants, rentiers, goldsmiths, moneylenders and the like. It will be this group who share the most important civic offices with those NPCs already mentioned, and in many cases the families would be closely inter-related.

The Market Town

By modern standards, small medieval market towns were well equipped. For example, Stratford, when newly founded in the mid-13th century, boasted 240 burgage tenements, 50 plots of land, together with various shops, stalls, and other holdings; separate markets for corn, hay and livestock, (and probably for poultry and dairy produce too); and many resident craftsmen – weavers, fullers, dyers, tanners, cobblers, glovemakers, tailors, carpenters, tilers, coopers, smiths, locksmiths, 2 millers, 1 wheelwright, 1 oil-maker, 1 rope-maker and at least 1 butcher, baker and cook – all from a population of 7,900.

The Manufacturing Town

In larger towns, a higher proportion of the population would be engaged in manufacturing, rather than agricultural trades. There would also be a wider diversity and greater degree of specialisation in these trades – armourers, weapon-makers and saddlers for example. Not only the goods themselves, but in some cases the tools needed to manufacture them.

In 12th and 13th century Coventry, for example, there were no fewer than 16 different listed occupations in the wool and cloth trades, 15 in victualing, 12 in metal working, 8 in the leather and fur trades, and 4 in building trades. Coventry had in addition: 1 wheelwright, 1 bowstring-maker, 1 engine-maker, 1 fletcher, 1 basket-maker, 1 wig-maker, 2 parchment-makers, 2 charcoal-burners, 3 turners, 3 scribes, 6 coopers, and 8 carters. In medieval London, over 180 different trades are named.

The Trading Town

In some towns, and all cities, trade would not only be local, but also national or international. In such towns would be found correspondingly more merchants, both resident and visiting, and more trades catering to their needs – inns, trades concerned with victualing and transport, warehouses, etc. There would also be more trade in luxury goods from abroad (silks, spices, precious metals, gems, etc) and more available customers for these. Late medieval London, for example, had 50 goldsmiths in the Strand out of a total population of 75,000, and also had numerous pie and wine shops which were open all hours.

If the trading town were also a port, there would be shipyards where ships were built and repaired, ship's chandlers, sail-makers, chart-makers and the like, as well as lightermen, warehousemen, and others concerned with the loading and unloading of ships.

Town Service and Other Occupations

Apart from bakers, butchers, etc, others would also provide services. Inns would cater mainly for the usual kinds of travellers and visitors. Taverns would cater in the main for the townsfolk. Workers in specific trades and crafts would tend to favour certain taverns, rooms at which were often used by Craft Guilds for their business. Other services would be provided by the bordello(s) and gambling houses, at which drinks might also be sold.

Occupations concerned with the upkeep of the town would include the maintenance of the main streets (many of which were paved and cleaned from the 13th century onwards) and drains, streetlighting, control of vermin, and the night carriage of filth. Those concerned with the 'cultural' aspects of the town can also be grouped under this heading.

There were many other occupations which the poor might turn their hands to. In the days before piped water, it was sometimes brought to people's homes by water-carriers, and in the streets would be found many pedlars selling firewood, flowers, fruit, berries, and other things which could be collected locally. Some would also buy goods and hawk them round the streets some distance away from the shops where they were made or in nearby villages. These goods would include cloth, clothes, ribbons, pins, pots, pans, knives, etc. At the bottom of the heap would be beggars, mostly having some real or feigned disability.

Drawing and Keying the Map

Having gone through the above process, the main features and buildings of the town or city together with its NPCs, town dignitaries, merchants, and master craftsmen along with their families and employees, and other NPCs to be housed separately should have been established. All that remains is to place their various dwellings, shops, etc on the town map.

The houses of the richer inhabitants will usually be built of stone and have a large number of rooms – great hall, kitchen (sometimes a separate building), larder, buttery, a number of chambers, a large cellar for storage, and sometimes a gatehouse and courtyard between the house and the street.

Most domestic buildings will be timber-framed of wattle and daub or sometimes brick. An average tradesman's dwelling might have a shop and kitchen on the ground floor, a hall on the first floor, two chambers on second floor, and a cockloft as the third floor. Richer labourers would live in timber-framed terraces, usually one-up-one-down, though some would have a single ground floor room, perhaps partitioned into two or three areas. The poorest inhabitants would live in hovels.

The property of the richest inhabitants should be 'custom-built' and unique in most cases. For many of the population, however, certain set patterns of shops and houses can be used.

Similarly, although the characters, ambitions and social relationships of the most important and unique inhabitants should be worked out in some detail, NPCs who are one of the many in a group can be dealt with more economically.

Suppose, for example, that in the town directory there are ten weavers, each with a single apprentice. In the directory, instead of keying each individually, they could be grouped as numbers 41-50, say. The group are then assigned to a row of consecutive houses in Shuttle Street, the houses being numbered both 41-50 (as in the directory) and, say, 17-26 (being their order in the street). Initially only one of the weavers need be detailed. We'll call him Walt and no specific location need be given to him as he might appear anywhere in the range.

If a town encounter calls for a meeting with a weaver with one apprentice, lo and behold, Walt appears. Similarly, if the occupant of number 19 Shuttle Street is encountered, guess who it is?

Of course, once Walt is located, another weaver and apprentice must be detailed – we'll call this one Wilf. If an encounter now calls for a weaver in this class, then Walt has only a one in ten chance of appearing, otherwise Wilf will appear instead. This method avoids working out loads of information which will never be used. Also, there are many NPCs in the town who can be fully detailed in connection with adventures which are grafted onto the town at later stages.

It is very useful to group all those of the same class, craft and status consecutively in the town directory for use in encounters, and to key all town buildings both with their directory numbers and street address number.

Next issue: Running Towns and Cities. ■

A World of Your Own

Evolving your own style of play in T&T

by Ken St Andre

Of all the gaming articles I have ever written or ever will write this is probably the most important.

If I was the kind of person who could easily adapt to someone else's rules, *T&T* would have never been written. I would have struggled through and learned to play *D&D* no matter how poorly those original rules were phrased. If I can't adjust to the rules of Messrs Gygax and Arneson, why should I expect you to adjust to mine?

Unlike Mr Gygax, who seems to feel that if you aren't playing by the letter of the law in *AD&D,* then you really aren't playing *AD&D,* I feel that *T&T* is your game and you can make it into whatever you want. In section 1.1 of the 5th edition *T&T* rules, I said, '*T&T* will require that you actively use your imagination, not slavishly follow a set of rules around a world not of your own making . . . the cardinal rules remain: adjust the system as you see fit to suit your own style of play'.

Over the past five years I've received quite a few letters from people who wrote to say how much they enjoyed *T&T* (and a couple who wrote to tell me what a complete asshole I am). Most of the people liked it because of its simplicity and open-endedness. I have met teachers who like the game because it is easy to teach (and doesn't cost much), and they could use it in the classroom. Others have told me that they like the combat system because (a) it doesn't take very long to get through and (b) you know when you can't win which means you have to think and role-play your way out of sticky situations instead of fighting your way out.

Once you start playing *T&T* you are going to discover that the rules don't have the kind of complexity that will require you to read and reread them. It's going to get simple and easy and perhaps boring, unless you put something of yourself into it.

One way to handle that is to start the construction and evolution of your own world. In Phoenix I have had the help of a particularly good bunch of people in Bear Peters, Liz Danforth, Steve McAllister, Mike Stackpole, Paul O'Connor and others. Our world is called Rhalph (actually that's just one continent) and we have built it into quite a thing with all the solitaire adventures set within it, not to mention GM adventures and references to it in the rules. But the catch is, dear readers, that unless you're here in Phoenix, Arizona, playing with me and my friends, or unless you're using one of the *T&T* game products directly, you can't play in Rhalph with all its known complexity and history. You must play in a world, continent, or location of your own design.

And since you are designing a world anyway, why not use that opportunity to change the rules a bit. Let's use combat as an example. A recurring problem for some players is the idea that both sides should be able to suffer damage in combat, no matter how mismatched they are. That giant bear may tear you to pieces, but at least you might hit it in the nose once or poke an eye out. Let's further assume that you know about and like the system of percentage-based combat used in *RuneQuest.* There is absolutely nothing to stop you from using that as your combat system. Each character or monster would then have a percentage chance to hit with its weapon. Percentage dice would be rolled. If the chance-to-hit roll was made, then the damage dice would be rolled. Combat is still simultaneous (we didn't borrow the concept of strike rank for this example) and fast, but now everyone has some chance, no matter how outnumbered. How long would it take you to teach that system to a new player? About two minutes, right. Let me make up an imaginary example of how that kind of combat would work. Glum, a dwarf, is armed with an axe (5 dice + 3 adds in damage). He has 10 combat adds of his own and a 50% chance to hit anything he swings at. Flamegusher, a dragon, has a Monster Rating of 200. (That means he gets 21 dice + 100 adds in combat every turn. Clearly, Glum doesn't stand a chance against him in single combat). Flamegusher has a 65% chance to hit whatever he is fighting. The fight starts. With a howl of 'Barroo Khazad!' Glum rushes to close quarters swinging his axe. Flamegusher rears up and pours forth fire in the general direction of the dwarf. Percentage dice are rolled. Glum gets a 38, within his percentage number to hit, and does his damage which comes to a total of 33 points. Flamegusher rolls 82 and misses the dwarf. His estimated 170 hits go nowhere and do nothing, and he takes 33 hits, reducing his Monster Rating to 167 (17 dice and 84 adds). The second combat round begins. This time Glum rolls a 49 on the d100 and Flamegusher rolls 02. Both have hit. Glum does an additional 35 points of damage (rolling just slightly better than last time) while the dragon applies 135 hits to the dwarf. That is the end of Glum. He is now toasted dwarf, but at least the fight was interesting while it lasted and Flamegusher has been substantially weakened should another dwarf come along.

All of the above has been by way of an example. I could come up with a dozen different combat systems, all more or less based on *T&T* combat, and surely you can do the same. If you don't mind slowing the game down a little to account for a more complex combat system then go ahead and do it.

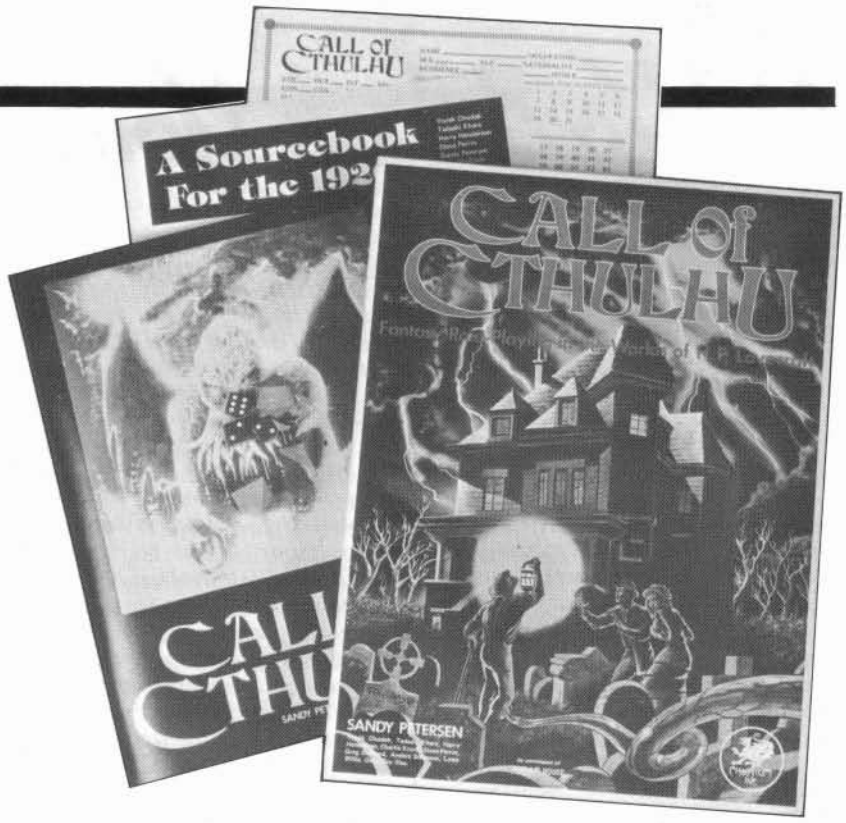
Another common complaint I hear is that *T&T* spell names are silly. I have various rejoinders for that, including a legend concocted by Mike Stackpole to explain exactly why the spell names are what they are. (It seems it is part of a plot by the wizards of Rhalph to disguise their true power by making it seem laughable to the common people). Since you are creating your own *T&T* world, and you don't like my spell names, why not change them to suit yourself. Why not take a couple of hours, rewrite the spell book and give all your players the revised spellbook for your world. Since this is a game we are playing, we have to break things down into nice little packages that we can manipulate. For example: let's say Thimble the wizard has been asked to heal the wounds of Maladroit the warrior. Do you actually believe that Thimble is going to stand there making arcane gestures and yelling 'Poor baby, poor baby, poor baby!' at the top of his lungs. Not bloody likely! Probably, Thimble will lay hands on Maladroit and silently transfer the healing magical energy without saying a word, concentrating instead on what is supposed to happen. In terms of game mechanics Thimble's player says 'I do a *poor baby* spell on Maladroit to heal 8 points of his wounds'. What could be simpler? Yet, if I were writing the scene as a fantasy story, I'd do it without ever mentioning the name or mechanics of the spell.

Let me give just one more example of what I mean by 'evolving a style of play'. Paul O'Connor is one of the most imaginative people I know. Lately Paul has created his own *T&T* variant world where he gets back to basics. Among the rules he has established for his world of *Iron Bell* is one that states that all characters must start out at first level in his world and develop solely within it. Another is that no character may have an attribute in excess of 50. In going with such a low power world he has tamed down his monsters considerably – a very tough orc might have a Monster Rating of 35. There are no incredible tunnel complexes littering the landscape at the will of semi-omnipotent wizards as there are in Rhalph. 'Dungeon-delving' is an unheard-of profession. Doubtless, there are many other differences that I haven't discovered yet – I've only played in *Iron Bell* once. This is the sort of thing I am advocating. Use the *T&T* rules to construct a world for fantasy role-playing that you are happy with. If you do it well enough, you can turn it into an article for publication, or possibly a playing-aid for others.

–Best!

Ken St. Andre

Call of Cthulhu



CHAOSIUM INC £14.95

Call of Cthulhu is boxed, containing Basic Role-Playing, rulebook, a Source Book for the 1920s that provides invaluable period information, a two colour world map featuring Cthulhoid and real archaelogical sites, six dice, a sheet of character and monster cut-outs and a wad of character sheets. As the title suggests *Call of Cthulhu* was inspired by the works of H P Lovecraft, who wrote gothic fantasy/horror stories in the 1920s and 30s. The Source Book features thumbnail sketches of famous contemporary characters, useful legal guidelines, background information on prohibition and the commercial world, notes on the periods transport capabilities and useful equipment lists. Copious stats for non-cthuloid monsters and other creatures are also provided (I noted that the power stat for skeletons was 3d6 instead of 1) but perhaps its most useful entry is a time line for the opening decades of the 20th century which ensures that the players don't use inventions before they were invented (such as parachutes) and it provides such a comprehensive list of natural disasters and unusual events that at the close of reading one can't help but feel that Cthulhu and his minions might just be out there, plotting to repossess the world. My only criticism of the Source Book is that it is too US orientated and consequently any Keeper (a new name for a Games Master) who wants to set his game in the UK will have a lot of research to do.

As the Source Book seeks to create the atmosphere of Lovecraft's works so the rulebook attempts (and succeeds) to provide a system which enables you to recreate the action and tense excitement of his stories. The rules for *Call of Cthulhu* are, on the whole, comprehensive and clear, easy to assimilate, and modelled on the *RuneQuest* system. Characters are generated through the usual 3d6 rolls, though a new characteristic, Education, important for a character's previous experience (essential to the game), has been added to the list. Previous experience is worked out through a system of points allocation. First a character picks a profession and then multiplies his EDU by ten and allocates the resulting points amongst the skills listed under his occupation. Then he multiplies his intelligence by five and allocates these points amongst any other skills he might desire. The skills run from jumping and driving to zoology and psycho-analysis and as per Basic Role-Playing you employ these skills through the use of percentile dice.

Sandy Petersen has faithfully reproduced the tone of Lovecraft's works with the *Call of Cthulhu* game system and as a result it is not about hacking and slaying, it is about investigation, which boils down to a rewarding battle of wits between the players and the Keeper.

The game encourages good role-playing from the players. The rules embody a number of deterrents for the would be 'fighter'. Firstly the game is set in a contemporary world and there are set legal and social codes which it is unwise to cross. If a house on a hill where Cthulhu cultists live mysteriously blows up in the night the police have a nasty tendency of turning up and no one is going to sympathise with an investigator who gibbers outlandish excuses about demons. Another problem with fighting on anything but a very small scale is that it's often lethal. There's no armour in *Call of Cthulhu* to protect you against an axe wielding maniac, and that's if your lucky enough to encounter someone who isn't equipped with a modern weapon like a sub-machine gun. If combat involves Cthulhoid monsters or deities your chances of survival, let alone those of victory, tend to be slim. Petersen has created Lovecraft's horrors as realistically as possible and consequently alot of them are very tough indeed. I detected one inexplicable omission though, and that was the absence of the Spawn of Yog-Sothoth but these do appear in the *Gateway Bestiary* for *RuneQuest*. The monsters are not only physically powerful, they are also mentally potent, for their appearance is so hideous and outrageous that just to see them can damage your sanity.

There is a whole chapter in the rulebook devoted to sanity, which includes a table of types of insanity, from catatonia to paranoia and phobias such as nychtophobia, teratophobia and bacteriaphobia.

Every monster has a sanity loss rating and if you fail to make your sanity roll, which involves rolling less on a d100 than your current sanity rating, you suffer that monsters sanity loss rating. Some monsters are so awful that even if you succeed you still lose sanity. Sanity can also be lost for failing to come to terms with terrible events, such as when your friend is found torn to pieces and the like. Sanity can be increased by defeating monsters or through psycho-analysis but as your knowledge of the Cthulhu mythos increases so the maximum limit your sanity can achieve is reduced.

Call of Cthulhu does contain magic but it takes time to use and generally only involves spells of summoning, bind-ind and dismissal. The games approach to RPing is so novel that it is difficult to design your own scenarios at first, but the rulebook contains a number of very good ready-to-play scenarios and introductions to adventures as well as extensive notes that advise both the Keeper and the players on how to play the game. The reader is told that he needs to become acquainted with Lovecrafts' works before he can catch the full flavour of the game, but, in fact, you can easily use these rules to enter the worlds of Edgar Allan Poe and Arthur Conan Doyle, and your investigations need not be limited to occult phenomenon.

All in all *Call of Cthulhu* is an excellent game and a welcome addition to the world of role-playing.

Overall: 9 **Ian Bailey**

BUSHIDO
Fantasy Games Unlimited £9.95
VALLEY OF THE MISTS
Fantasy Games Unlimited £3.25

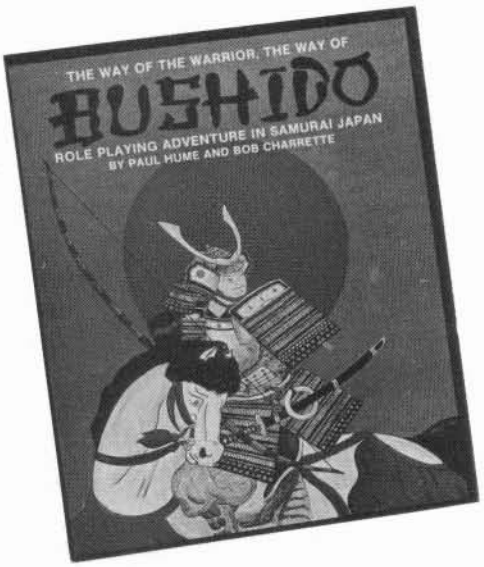
This is an extremely good game – perhaps the best FRPG I've seen yet. 'Feudal' Japan is an obvious setting for a fantasy campaign, so it's surprising you don't see it more often. You might think at first that medieval Japan would be pretty impenetrable stuff, but *Bushido* is an excellent guide. Major points such as religion – Shinto and Buddhism – the different classes – Samurai, Hinin, Ronin, Ninja, etc – and general attitudes and customs are dealt with concisely and lucidly. Sensibly, the writers do not attempt exact reproduction of Japan; instead they use the fantasy world of 'Nippon' as the setting for games – so that neither the players nor the GM have to worry about how faithful they are being to medieval Japan itself. There is a wealth of detail in the game – for example, section 2050 deals with 'Places in Nippon', describing castles, hermitages, schools, buildings, etc; and section 2070, 'Downtime', suggests what the ordinary day-to-day life of characters is like. The detail is luxurious, and what it conveys so successfully is the *spirit* of living and adventuring in Nippon/Japan.

The game-system itself is one of the most intelligent and carefully thought out I have ever seen and again the detail here is enough to be convincing without being annoying or distracting. The magic is extremely well worked out – easily the best of any FRP game I know – and the creatures, drawn from Japanese legend, are fascinating and quite different from any one normally encounters. And everything is explained clearly, carefully and lucidly. Reading the rules is a pleasure in itself. I have only two minor quibbles. There is no index (a failing common to most FRP games) although this is offset by the detailed 'Table of Contents', and sometimes the references to other sections are inaccurate. This is more of an annoyance than anything – I have actually found very little difficulty in tracing what I want. The game includes a hex-map of Japan, a GM's shield and a blank character-sheet to photocopy.

Valley of the Mists is the first adventure module to be produced for *Bushido*. Rarely have I come across a module so carefully and lovingly worked out, and so exciting. Playing this has been one of the high points of my role-playing and games-mastering career. It contains two separate but connected adventures, new creatures *and* fascinating background detail (although one has to wonder a bit about 'Tea-Magic'). The maps are beautifully produced, simple, elegant and clear. The illustrations, as in the rules, are well beyond the kind of rubbish one comes to expect from FRP games.

If you're for the ultimate Fantasy Role-Playing Game, look no further. This is it.

Bushido
Overall: 10
Valley of the Mists
Overall: 10 **Mike Polling**



DUNGEONS & DRAGONS
Mattel Electronics £39.95

Not, as you can see, the *TSR* version but merely a small electronic game of the same name. I wonder how much *Mattel* paid *TSR* for using the name.

The 'board' appears as a cheap looking plastic castle with a chess board sized grid in the middle. Underneath the superstructure is a drawer, in which can be found two cheap metal warrior figures, a tinny-looking dragon, a treasure chest, plus a number of plastic 'bits' to be used as walls, and a couple of secret room markers.

The only interesting fact is that the castle is also a computer of sorts. The gridded playing surface (emblazoned with repetitive fantasy-like pictures) is in fact a touch sensitive 'keyboard'. Each square is vaguely akin to, say 10' square of space in a regular *D&D* dungeon. Each time you turn it on the computer randomly creates an invisible labyrinth wherein lies the imaginary treasure, and somewhere, the dragon.

The game can be played solitaire or with two players, each assuming the role of a warrior. The aim is to find the treasure and get it back to your secret room. The game begins by selecting basic or advanced levels (which include doors, that may or may not be open the second time you try to go through them). Then you select your secret room and off you go. Each time you enter a square (you can move 8 squares a turn until you walk into a door or wall or get wounded) the castle emits various noises, which have different meanings. It could be a clear space or you might find that your heroic warrior is blundering into yet another invisible wall. There are electronic sounds to tell you that the dragon (initially asleep) has woken (which means you're three squares from the treasure), that you've found the treasure, that the dragon is flying towards you and that the dragon (who is, of course, invisible) is attacking you. Your warrior can sustain three such attacks before he dies of terminal burns etc, and each attack also reduces his movement allowance in squares, which means the dragon can move that much more often, as he moves after you've finished your move.

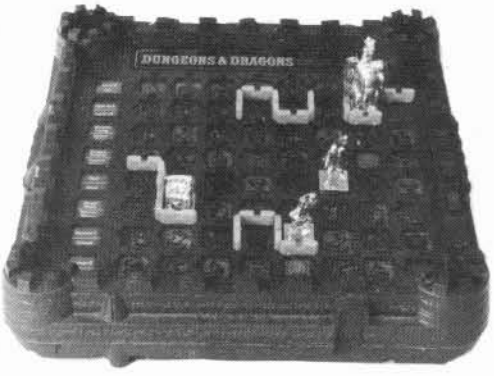
As the dragon moves only 1 square a time, the idea is to find where he is (usually by getting attacked), lure him to the other side of the board, and then rush back, grab the treasure and get back to your secret room. Of course, walls hold you up, which is often fatal.

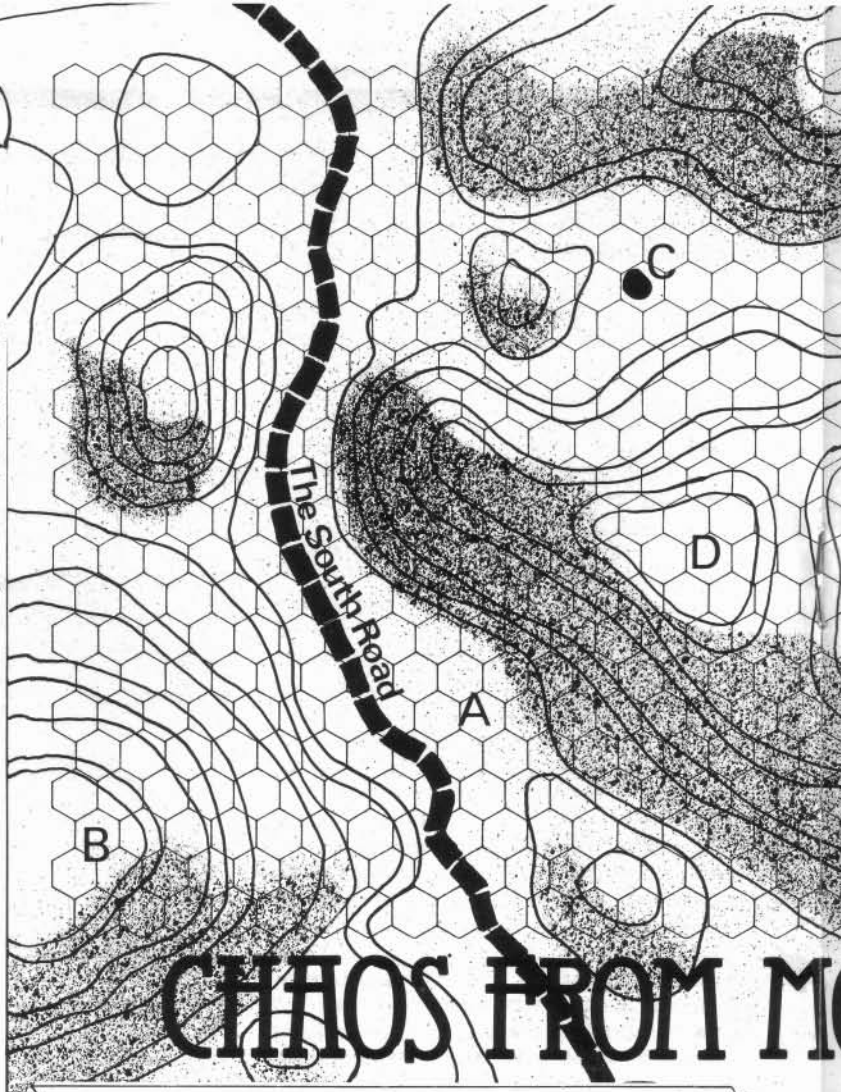
In the two player game warriors can attack each other, each warrior having a variable computer moderated strength, providing a bit more interest to the quest. Usuallly a single solitaire game will last about 10-15 minutes at most, two player games a little longer.

All in all it provides some initial light fun – hearing the dragon wake, take to the air and then suddenly find he's upon you and the like – but it soon loses its flavour. I would say *not* a good buy for the serious or experienced adult gamer, especially when you consider the ridiculous price. I'd never go into a shop and actually buy this (unless I had spare cash to throw around and a kid to buy it for).

The game appears to make no reference to any suitable age groups, but, I suspect it is really quite a good game for the under 12s (at least), being simplicity itself to learn. The code sounds soon become familiar and rules are clear and well laid out. Its major drawback is its price. The low rating is an assessment of the game for all age groups, but it is more suitable for the very young.

Overall: 4 **Jamie Thomson**





CHAOS FROM M

Players Introduction

The party has arrived in the prosperous caravan town of Dorroad, in the highly bureaucratic, regulated province of Netlorani, to discover it in a state of confusion. Caravans moving along the road south of the town, through the Dorr Cleft, the only pass in the Dorr Mountains for some miles, are being mysteriously attacked and destroyed. This threat to the local business community is causing consternation, and a reward of 2,000gp is already on offer to any adventurers who can eliminate the problem.

DM's Background

Dorroad Town is a strong walled town of some 19,000 souls sited by the best ford for miles on the River Bith (which flows east-west). The town has a well-armed guard and watch — hence dangerous encounters are unlikely within its walls, or even within a few miles of them. The town is governed by a council of leading clerics, merchants and guard commanders, chaired by the 'mayor', Lordith Del Attor, a 9th level fighter, appointed by the king of the country and responsible for most day-to-day administration. The reward has been offered by a group of merchants, including some councillors.

Rumours: These can be picked up in taverns round the town — those listed first are widely known, while the last may require some buying of drinks to obtain. Reckon on about 20gp to learn the lot. Cruel DMs can throw in some misdirection if desired.

1. The reason why no royal troops have been sent is that the king is ill (a well-known truth), while his chief courtiers have little love for Lordith, and hence are slow to help him.
2. Caravans either get destroyed totally, or get through untouched; few if any have been attacked but survived.
3. Attacks apparently always happen at night. Later, parties find bodies of men and horses, plundered packs and burnt wagons.
4. Judging by their victims' remains, the attackers strike with darts and javelins, and perhaps also with fire; some bodies were apparently wounded, then speared or had their throats cut.
5. *One,* well-guarded caravan got through the cleft after being attacked. The guards described a sudden flurry of missiles descending on them from all sides, but as the group were all mounted on fast horses, with even baggage on such thoroughbreds, they escaped with few casualties, although their attackers evidently kept up with them for several miles. Some of these guards attempted to return fire, but no attackers were known to have been slain.
6. In fact, no attackers were even seen throughout the entire incident.
7. The local underworld seems to know nothing about the business — indeed, it is making life as difficult for them as for the other locals who rely on the caravan trade. No bandit groups have operated in the area for years. Caravans have occasionally lost stragglers in the cleft, but this has been ascribed to wild beasts.
8. A few non-human tribes ('strange, swift, bird-like creatures') live in the Dorr Mountains, but these are generally reckoned to be non-hostile.

The Tribe of Cruth: Some years ago, there lived a gnome fighter of immense skill and charisma, if limited wisdom, named Cruth Uvrunum. Cruth was a wild character who eventually became a devotee of the Chaotic Neutral god Pan (DM's may, if desired, substitute other deities in this role). He persuaded a number of other gnomes to adopt this creed, and so established the tribe that bears his name, and which still worships Pan.

Then Tyglarior Thycis, a human cleric of Pan, appeared on the scene. He had once led a voyage to a distant continent (possibly on another plane) where dinosaurs still rule. Few survived. Tyglarior did, and furthermore, he returned with a collection of eggs.

Next, Tyglarior found Cruth, who was on his deathbed. Cruth and Tyglarior made an agreement, by which the latter became spiritual leader of the tribe, while Cruth's son, Ganith became war-chief. In return, Tyglarior worked with the tribe's best animal-trainers to breed and train the products of his eggs; a brood of pteranodon.

Tyglarior and Ganith have now established the tribe in a secret complex high on Mount Dorren, from which they seek to destroy the hated law that controls the region. The tribe members ride the pteranodon on night raids, striking from above with darts and javelins (their mounts will not fight when ridden), then landing so that they can mop up on foot. The rather evil nature of this activity is justified by the fact that it both spreads chaos and provides the cult with funds and supplies.

In general, the 'Cruthites' are equivalent to normal gnomes, having 1-6HP, attacking as 1st level fighters unless classed otherwise, saving as 4 levels above their own, moving 6" normally, and standing some 3' or so tall. Each carries 2-7gp, 5-10sp, and 3-18cp, unless otherwise noted.

Most of the tribe wear leather armour, as the pteranodon have a limit to their load-carrying capacity, and bear small shields — hence they rate as AC7. Standard weapons are short sword, three darts and a javelin, the darts hanging in a belt-case. Fire bombs are used very occasionally on night raids, but have been found to scare the pteranodon overmuch.

DM's Notes

The party can easily obtain (for 1gp) maps of the region like Figure A. At this point, any informational spell will tell them to concentrate on Mount Dorren, a large peak in the local range, as 'the chaos spreads from there'.

If, however, the party fails to make such enquiries, they will be directed out of the south gate of the town. A day or two of brisk travel will bring them into a region of rocky and uncultivated hills; the wilderness of Figure B.

Random Encounters Table

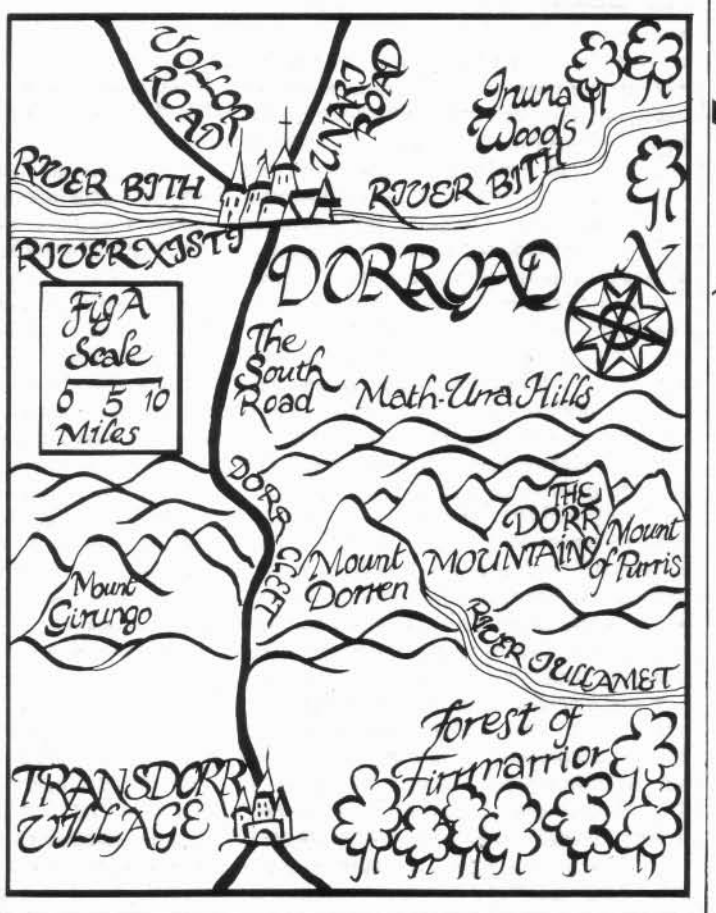
Day (roll d100)

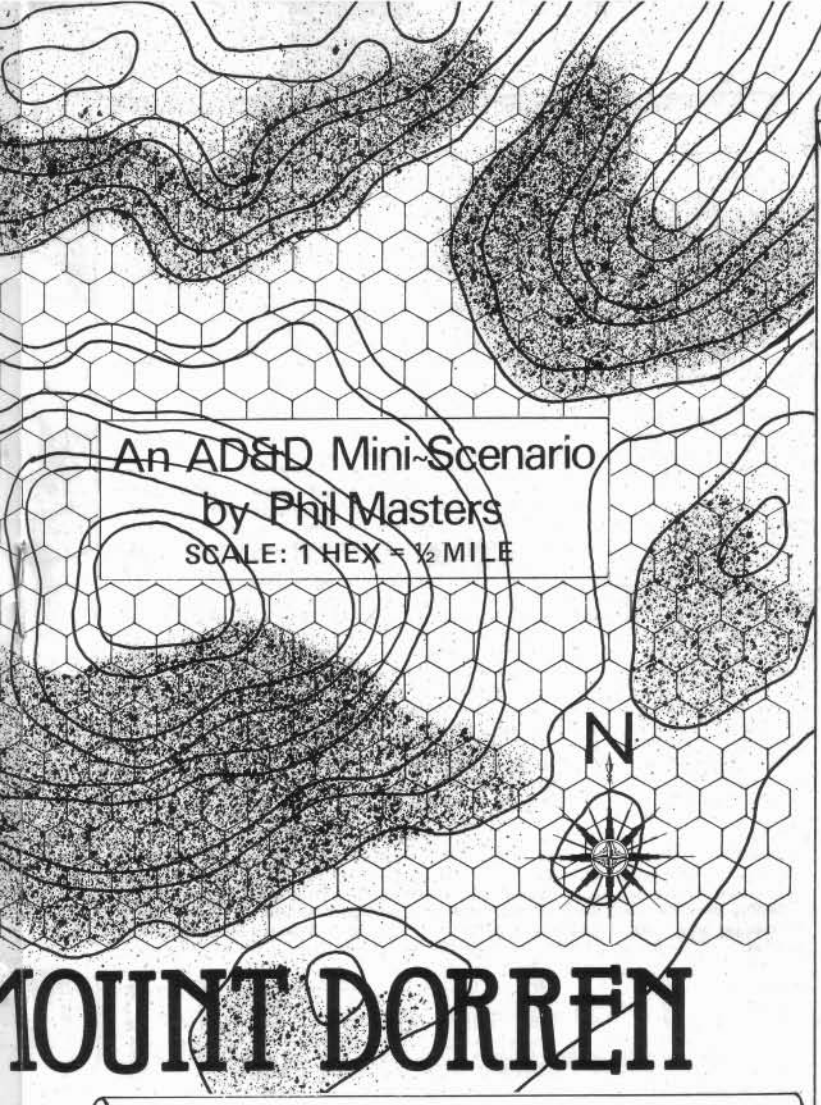
Monster	*Road*	*Hill*	*Mountain*
Giant ant[1]	01	01-10	01-10
Black bear (1-2)	—	11-13	11-17
Brown bear (1)	—	14-15	18-23
Blink dog (2-4)	02-05	16-20	24
Wild boar (1-4)	—	21-22	—
Bodach (4-16) [*WD17*]	—	23-32	25-27
Cattle[2]	06-15	33-44	—
Wild dog (1-4)	16-25	45-55	28-29
Dokon (1-2) [*WD9*]	26-28	56-58	30-33
Hell hound (1-2)	—	59-60	34-36
Wild horse (4-16)	29-32	61-66	—
Jackal (1-6)	33-35	67-75	37-39
Giant lizard (1)	36	76-80	40-55
Men: merchant[3]	37-84	—	—
pilgrim	85-92	—	—
Giant ram (2-8)	—	80-82	56-80
Giant rat (3-18)	93-97	83-86	81-94
Giant weasel (1-3)	98	87-89	95-97
Wolf (1-4)	99-00	90-00	98-00

Night (roll d100)

Monster	*Road*	*Hill*	*Mountain*
Giant ant[1]	01-03	01-10	01-09
Bodach (4-16) [*WD17*]	—	11-25	10
Cattle[2]	04-05	26-38	—
Wild dog (1-4)	06-10	39-51	11-15
Dokon (1-2) [*WD9*]	11-12	52	16-17
Hell hound (1-2)	13	53-55	18-25
Wild horse (4-16)	14-18	56	—
Jackal (1-6)	19-30	57-68	26-40
Men: merchant[3]	31-60	—	—
pilgrim	61-69	—	—
Giant owl (1-2)	70-72	69-72	41-55
Giant ram (2-8)	—	73	56-62
Giant rat (3-18)	73-80	74-80	63-69
Tribe of Cruth[4] (3-12)	81-95	81-94	70-94
Giant weasel (1-3)	96-97	95-96	95-99
Wolf (1-4)	98-00	97-00	00

1. *2-8 workers + 30% chance of 2-5 warriors. No lair encounters.* 2. *2-16 cattle + 1-3 bulls.* 3. *Numbers as* MM. *Such groups will be very suspicious of parties, as they will be very aware of the 'mystery bandits'. If at night men are 70% likely to have picked a well-guarded camp.* 4. *See text under* Tribe of Cruth; *all will be mounted on pteranodons, which will* not *fight.*





Roll for encounters four and eight hours after nightfall, and one, four, seven and ten hours after dawn, with a one-in-six chance of encounter on road, and a one-in-twelve chance off. Intelligent monsters will be nervous, as all have been assailed recently by the Tribe of Cruth; Bodach especially will be rather tetchy. Bodach and Dokon encounters will have type J and K treasures rather than full tribal hoards.

Tribe of Cruth encounters will attack with missiles and only closing to mop up. If countered by other flying opponents, or if meeting strong resistance in the form of missile fire, they may return to their caves.

Weather and Movement: The adventure is assumed to take place in spring in a warm-temperate region; allow for twelve hours each of light and darkness per day, and use the tables in *WD18* to determine weather. On road, mounted parties with moderate loads should be able to cross one hex in ten minutes; fully-equipped foot parties will take thirty minutes. Off-road in the hill region, mounted parties will take thirty minutes per hex, foot parties, an hour. Off-road in the mountains, all parties will take two hours to cross a hex.

Wilderness Description for the DM

A. Burnt Camp. A partially cleared site of one of the mystery attackers' victories. Burnt tents and dead horses lie around, as do many javelins and darts. A search of the surrounding bushes and scrub has a 10% chance per minute spent of locating the partially-decomposed body of a gnome in leather armour, with a dagger and 5cp. Closer study will reveal that the gnome died of an arrow-wound, but the body has many broken bones. In fact, this is one of the Tribe of Cruth, who was hit by a chance arrow from an ambushed caravan; the broken bones resulted from his fall.

B. Lair of the Leucrottas. A pair of cunning leucrottas (AC4, Move 18", 6d8+1, Att 3-18 + Specials, 27 and 32 HP, see *MM*) dwell in a cave here. Anyone climbing the peak by day will automatically be noted by them; by night, there is a 5% chance per turn of encountering the beasts, with normal surprise probabilities. The leucrottas will use their voice-imitation power to confuse parties and pick off stragglers. Their lair contains 2,500cp, 3,600sp, 700ep, 300gp, a vial of *Unholy Water* and a *Love Philtre* (*DMG*).

C. Pool of the Serpent: Here dwells a water weird (AC6, Move 12", 3d8+3, Att by drowning, 18HP, see *MM*). This monster will wait until as many members of a party as possible have approached this peaceful, clear-watered dew pond before rearing up to attack. It will happily pick off horses or mules if all its human opponents get out of range while it is forming.

In the depths of the pond are the possessions of some of the weird's former victims: 350cp, 420sp, 20ep, 110gp, a cheap bracelet (worth 15gp), a slightly rusty but usable suit of chain mail with matching helm and an empty crystal vial (worth 1gp).

D. Hall of Cruth. The inhabitants of this cave-complex are dealt with below. There is a concealed entrance in the south-facing cliff and a smaller, guarded portal in the slopes behind.

Underworld Descriptions for the DM

There are two entrances to the complex: the cave (level one) and the ledge (level two). The cave is approached up a rocky but manageable slope; the ledge, which projects some 50' down from the top of a 150' cliff face (treat as 'fairly rough', 'slippery' in rain, 'slightly slippery' if rain has fallen in the preceding 24 hours, otherwise 'non-slippery'), is normally hidden by a set of heavy canvas curtains. These are painted to the colour of the surrounding rock, and so are only visible from 30'-60' distance by day, and point blank at night, unless magic is employed. The curtains are only removed, briefly, when raiding parties depart or return; they are very well fixed and weighted, and so can be considered weatherproof.

Approaching up or down the cliff-face gives a 5% chance per turn of observation: if by day, this will be by a gnome sent out to check the surrounding country; if by night, it will be by an emerging or returning raiding-party. Parties approaching the cave-entrance and not using cover have a 40% chance of being spotted by a guard in the cave-mouth at a range of 40-240 yards. In either case, a group of 15 fighters, drawn from those in room 10 and led by Ganith, will emerge at the relevant entrance 1-3 turns later, and if the party discovers the complex, will attempt to capture or destroy them.

If the party climbs the cliff, about 20' below the ledge they will find a crack in the rocks through which smoke is always emerging (see Underworld Plan, point 24).

DM's Notes on the Underworld

Except where noted otherwise, all sections are 10' high, with fairly rough, non-slippery walls. Smoke from torches escapes through small cracks and crevasses in the ceilings. All the complex except 14 is new construction, having been cut through natural fault lines in the rock when the Hall was constructed.

By day, all inhabitants will be present. By night, there is a 50% chance that a raiding-party will be out at any time, and hence 3-12 gnomes (from 10) and a like number of pteranodons (from 7) will be absent. There are no random encounters in the underworld.

If the complex is discovered, and the inhabitants find out, they will take any and every possible action to wipe out the discoverers — their lives, future and religion depend on it! Thus all (surviving) pteranodons from 7 will be mounted and led out by a group of Cruthites from 10, under the leadership of Dupperda, to hunt down fleeing 'visitors'; all other able male tribe members will combine with the clerics from the third level to hunt the enemy on foot.

Map Key

1. About 12' up on the rocks there is a crack from which smoke will always be seen curling (visible from 20' by day, 10' by moonlight); this comes from the forge in 4. Climbing to the crack will tell no more, as the smoke prevents looking in.

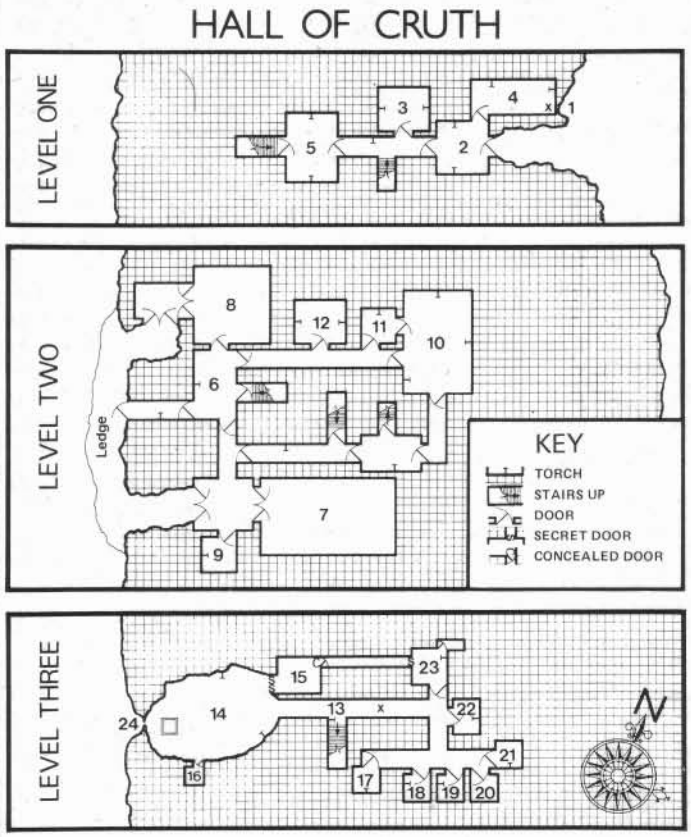
2. The Guards: Four tribe members will be on guard here (see above for general details), dozing, eating, drinking (lightly) or gambling; the room has a number of rough wooden stools and a small table. In the event of trouble, one of the group will attempt to call Molgbu and Sitva from 4; if things get really serious, one of the group will run to 5 for help. If no living Cruthites remain in 2 or 4, any survivors escaping down the corridor will release the wolverines in 3.

3. The Pets: Two half-tamed wolverines (AC5, Move 12", 3d8, Att 1-4/1-4/2-5 + Musk, 16 &21 HP, see *MM*) are kept in here. They will not attack Milg (see 5) if he approaches them with food; they prefer to attack non-gnomes if given a choice, but generally their attacks are vicious and unrelenting.

4. The Forge: There is plenty of wood for the blazing forge at point 'X', two anvils, a good selection of tools and dozens of weapons. The latter include many darts, eight short swords and a number of javelin heads — shafts being fitted to the last in the armoury, 12. Here dwells Molgbu the smith, a 4th level fighter, and his assistant Sitva, a 2nd level fighter. Each wields a huge hammer in combat (treat as a morningstar) and for work, and each is skilled with the throwing-dart. Neither wears armour.

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Molgbu	18/45	12	13	12	18	13	32	10	390
Sitva	17	12	10	15	16	9	18	9	85

Each is more-or-less chaotic neutral; the pair are good friends, and would gladly kill for each other, but neither is gratuitously violent. *Note:* Remember their strength bonuses



5. The Guardroom: Here will be found eight 1st level fighter Cruthites, eating or dozing, including Milg, a skilled animal-trainer (see 3), plus Jithon, their 2nd level fighter leader. There is a 10% chance that two females, *not* including Waylori, will be present, having come from 11 with food. The room has a quantity of rough wood furniture, plus an inferior tapestry on one wall (worth 3gp); Jithon carries 20gp, 9sp, 12cp, and a longsword (his favoured weapon); he and Milg are described here, being of special interest.

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Jithon	15	12	11	13	14	12	12	7	193
Milg	13	10	13	11	14	9	5	7	210

6. Muster Room: Here are three first level Cruthite fighters on 'general duties', talking and resting, unless (5% chance) one is in the corridor leading to the ledge, seeking fresh air. Weapon racks on the walls contain many darts and javelins. Four stools are around and a small locked chest holds 10 flasks of oil (for key, see 10).

7. Main Stables: In this dark room are kept the pteranodons (AC7, Move 3"/15", 3d8+3, Att 2-8, see *MM*). These winged dinosaurs have been trained to carry gnomes, and can recognise such by scent, but any group containing more non-gnomes than gnomes has a cumulative 5% chance per round of being attacked. There will be 16 of the creatures, less any out on raids.

The pteranodons dislike strong light and are 60% likely to be driven off by any illumination equivalent to full daylight. If they do attack in light, it is at -2 to hit. If driven off but 'cornered' by such a light, they will panic, attacking at -4 to hit but +2 damage.

In flight, the creatures can carry up to 180 pounds for short distances, but 100 is the maximum for flights of any length. Riding these creatures is a tricky skill.

8. Training Room: Here are the untrained and juvenile pteranodon; these generally act as do those in 7, but attack probability is 7% (cumulative) per round. There are three creatures of near-full size (3d6, other statistics standard), five 'juveniles' (2d8, Att 1-6), and four 'fledgling' (1d8, Att 1-4). Also around is a quantity of half-eaten raw meat.

9. Hatching Room: This room has a floor half covered in straw, in which is hidden five large pteranodon eggs plus a lot of shattered eggshell. There are also three newly-hatched pteranodon flying round the room (1-2 HP, Move 12", Att for 1 point only, AC5 due to small size), but these may at first be mistaken for bats; they have a 5% non-cumulative chance of attacking each round, and will then fight until slain. By the door hang a pair of small nets, used to catch such hatchlings.

10. The Dormitory: This is the sleeping place for most of the Tribe of Cruth, so, unless any are out on raids or were earlier brought to either entrance to intercept the party, 20 ordinary Cruthites (first level) will be found here, plus Dupperda, a 2nd level lieutenant, and Ganith vaCruth, their 5th level fighter war chief. The group will generally be awake at night, sleeping by day, although 2-5 insomniacs will be present in the latter case. Half the group will be out of armour if sleeping, *not* including the leaders.

Dupperda uses a short sword, and carries 22gp, 12sp, 21cp and a *Javelin of Piercing*, which he will use on the first opponent at whom he gets a clear throw (initially, several Cruthites are between himself and the door). Ganith has a shield, a *+2 Spear* which he will *not* throw, *+2 Chainmail* (gnome-shaped, of course), and a dagger coated with 1d8 poison (good for one hit only – save to negate poison damage) which he will throw at any opponent not in metal armour. He carries 10gp, 5cp, and the key to the chest in 6.

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Ganith	16	11	13	14	16	15	30	2	143
Dupperda	16	11	10	13	17	9	20	7	93

There will also be eight Cruthite females in the room; seven are AC10, armed with daggers, first level but basically non-fighters, but one, Nollirn, is a warrior, accepted as such by the males and armed accordingly. The room is furnished with stools and straw mattresses.

Note: Ganith is a capable war-leader who will direct his forces carefully, only taking a hand personally if the situation is dire or Cruthite morale is slipping. If he notices enemy forces still hanging back in the corridor, he will instantly send 3-12 of his warriors out the other door to collect the group in 6 and fall on the enemy rear. If his side is reduced to seven or less but their morale holds, he will retreat (if possible), preferably to 14. If retreat is impossible, he will offer surrender. If enemies flee, he will pursue, and will send 15 of his group on pteranodons to hunt down any beings who leave the cave complex.

11. The Kitchen: The store cupboards are full of food (generally about iron rations standard) and a small fire burns in the hearth (smoke escapes through a vent in the rock walls). The room also contains several mattresses and stools, for here dwell the Cruthites' womenfolk. Ten are present at the moment – each is AC10, 1-6HP, 1st level fighters with dagger, no treasure. One has a secret; she is a weak psionic. Details:

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Waylori	9	16	11	13	13	6	4	10	47

Psionic Powers: Ability 82; Attack Mode D, Defence Modes F, G; Disciplines: Domination (first level of mastery).

Note: Waylori is rather meek and less chaotic by nature than most Cruthites. However, if threatened or attacked, she will use her psionic power appropriately (to the possible confusion of her sisters, who know nothing of this).

Normally, any danger or threat will cause the Cruthite gnomesses to call on the inhabitants of 10 for assistance.

12. The Armoury: The walls are lined with weapon racks, bearing perhaps 12 short swords, 10 daggers, 70 javelins, and 350 darts. Here also work and dwell the Cruthite armourers, Vorriko and Jorwill. Each is an aged warrior with carpentry, light metalwork and fletching skills. Both are 2nd level, wielding javelin, throwing hammer (their tools), and short sword. Jorwill has a wooden leg, and so is slow in movement, while Vorriko has only one eye, and so attacks at -2 to hit. Neither has any shield or treasure.

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Jorwill	8	14	18	10	7	12	5	8	701
Vorriko	7	15	16	12	9	1	11	8	629

These two will fight if necessary, but prefer to give the alarm and summon those in 10. Stools and benches litter this room; there is also a chest holding 6 flasks of oil.

13. The Corridor: As most members of the Tribe are only allowed down to this level to worship in 14, they are banned from turning right at the foot of the stairs. To enforce the point, Tyglarior has etched a *glyph of warding* at point 'X', and the first individual to pass here must save vs magic or be paralysed.

14. The Temple: This is, of course, dedicated to Pan, whose clerics work magic in here at a casting level two above their own. A flame is kept permanently burning on the altar at the south end of the room, so there is plenty of wood kept nearby. The room, which is a natural cavern, is illuminated by a combination of this flame, torches, and *continual light* spells, five of which are cast on parts of the walls and ceiling (13th level casting power). One cleric is always here, to guard and give warning of desecrators; the latter is done by sounding the *Drums of Panic* that stand immediately before the altar. Immediately after doing this, the cleric will cast a *silence* spell on the drums, to prevent their being used by the enemy against the defending reinforcements who will arrive shortly afterwards. These are the inhabitants of 23 (who will arrive via room 15), 17, and 21 (who will arrive via 13), after 2-4 rounds; the time for each should be determined separately.

The current guarding cleric is a 4th level Cruthite named Mingribo, who will fight a defensive battle from behind the altar after summoning aid. He will be found standing beside the altar. He has plate mail and shield, fights with a horseman's mace, and carries 12gp, 4sp, 7cp, a wooden syrinx-symbol, a flask of *Unholy Water* and a *+2 Periapt of Proof Against Poisons*.

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Mingribo	15	13	17	12	13	10	14	2	211

Spells: 1st level; *command* x 2, *cure light wounds* x 2, *protection from good*. 2nd level; *hold person* x 2, *silence 15' radius* x 2.

15. Robing Room: This is secret from all save the clerics, as it allows them to make 'mysterious' appearances and disappearances, in different costumes. Thus a wide variety of clothes are hung round the walls, including four robes of very fine workmanship (value 11-16gp each); drapes conceal the door in the room's north corner.

16. Tomb of Cruth: The door to this chamber is heavy stone, with two locks and rusty hinges; the keys are lost, so the locks must be picked and several segments spent heaving and pushing (with a successful 'open doors' roll) before access to the chamber is possible. When this is done, a *lightning bolt* will leap forth from the tomb, as anyone entering the chamber will detonate a *glyph of warding* (13th level casting) scribed on the entrance, receiving 26 points of fire damage (halved by save).

The occupant of the room is the animated skeleton of Cruth himself (1d8, Move 12", AC7, 6HP). It cannot be surprised, due to the slowness and heaviness of the door, and it is ordered not to leave the chamber. It carries a *Javelin of Lightning*, which it will cast towards a target in the centre of the temple as soon as the door is open, and a *+1 Short Sword* which it uses in melee, thus being able to do 2-7 damage with a hit. The blade is sentient; chaotic neutral, intelligence 13, ego 3, *detects evil/good* in a 1" radius, empathic.

The tomb and temple lend power to the skeleton, so all clerics are considered as two levels lower when attempting to turn it (unless the altar flame has been extinguished and the altar defaced, or unless they are clerics of Pan). The tomb contains three jewelled necklaces, worth 256, 172 and 93gp respectively.

17-21. Priests' Quarters: These rooms are essentially similar, but occupants vary: 17 contains Wivellin, a third level Cruthite cleric, who is 35% likely to be sleeping and out of armour. The room also holds a stool, washstand and bed; 18 is Mingribo's room (see 14), and so is unoccupied but furnished as 17. 19 is unfurnished, and contains a shrieker (3d8, 1" Move, AC7, 15HP, see *MM*); if this shrieks, Wivellin and Jollora will appear within 3-8 segments (1-3 rounds if they are sleeping). Vanda (see 22), moving silently if possible, will come within 1-3 rounds, and Tyglarior and Flamebolt (see 23) will appear after 2-5 rounds have elapsed. Jinda (see 22) will appear after 8 rounds if the commotion continues. 20 is a latrine; three curtained compartments hold large, odiferous buckets let into the floor. (Priests' use only – the rest of the tribe 'go' outside.) 21 contains Jollora, a 3rd level Cruthite priestess and furnishings as for 17. Jollora is 25% likely to be sleeping and out of armour.

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Wivellin	13	8	15	15	12	9	14	3	173
Jollora	12	12	16	13	11	11	14	4	186

Spells: Wivellin: 1st level; *cure light wounds* x 2, *detect magic, light*. 2nd level; *hold person* x 2.
Jollora: 1st level; *command* x 2, *cure light wounds, light*. 2nd level; *hold person, slow poison, silence 15' radius*.

Each has chain mail, shield, horseman's mace, three throwing hammers, wooden syrinx, 3-8gp, 1-4ep, 2-7sp, 1-10cp, and a phial of *Unholy Water*.

22. Chamber of the Loremaster: Here dwells Jinda, the tribal historian, demi-sage and illusionist. He has a 10-80% chance of answering any question relating to gnomes and gnome-lore (chance depends on the difficulty of the question), and he is a 5th level illusionist. Also with him is Vanda, his daughter, whom he has unsuccessfully attempted to train as an illusionist. She has instead adopted the profession of thief, rising to 2nd level and serving her father as a spy, assistant and information-finder.

The pair will be sleeping by day, with Vanda out of armour, working by night. Jinda is by nature neutral, caring only for knowledge, and his daughter follows him in this.

The room contains stools and benches; two curtained sections conceal mattresses. There are tables covered with alchemical apparatus, magical equipment and papers, and shelves holding 34 books of lore in gnomish and common tongue; the latter are quite heavy and bulky, with value 6-36gp each. Also on the shelves are Jinda's spell books, which hold all illusionist first and second level spells, plus seven third level including *suggestion, dispel illusion* and *illusionary script*. Jinda carries two daggers, 2gp, 5sp, 3cp and a scroll with the spell *major creation*; Vanda has leather armour, a *+1 Dagger* in her belt, three ordinary daggers (for throwing), one dose of a *Potion of Fire Resistance*, 13gp, 10sp, 9cp and a cheap silver brooch (worth 15sp). Details:

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Jinda	7	18	13	16	8	7	11	8	723
Vanda	10	13	9	17	12	9	9	5	65

Jinda's spells: 1st level; *colour spray, detect illusion, phantasmal force* x 2. 2nd level; *blindness, hypnotic pattern*. 3rd level; *suggestion*.

23. Room of the High Priest: Here lives the 11th level cleric, Tyglarior Thycis, (see introduction), plus his war dog, Flamebolt (2d8+2, 12" Move, Att 2-8, AC6, 12HP, see *MM*). Flamebolt kennels in the chamber behind the small door in the north corner of the room, but is 90% likely to be with Tyglarior if the latter is awake.

By day, Tyglarior is 65% likely to be sleeping, but he is always awake at night; if sleeping, he will be out of armour. His room is fairly well furnished, with four tapestries (worth 7gp each) on the walls, a good rug (value 11gp) on the floor, a comfortable bed, a few stools, a chest holding clothes and with a secret compartment in the bottom holding four gems (711, 422, 256 and 101gp value), and a work table covered in scraps of parchment, bottles of ink, etc. The room smells of incense and dog in about equal quantities.

Tyglarior himself wears a ruby ring (value 95gp), *+2 Splint Mail*, and a *Helm of Teleportation* – the latter he will use if seriously endangered or trapped to take him to 14, 10 or 2 – wherever he will be best placed to muster a counter-attack. He carries a scroll of two *divination* spells, a *+3 Footman's Flail*, five vials of *Unholy Water*, three throwing hammers, a silver syrinx-symbol, 12gp, 12ep, 6sp, and 5cp.

Name	*S*	*I*	*W*	*D*	*C*	*CH*	*HP*	*AC*	*Age*
Tyglarior	14	12	17	10	13	16	43	2	47

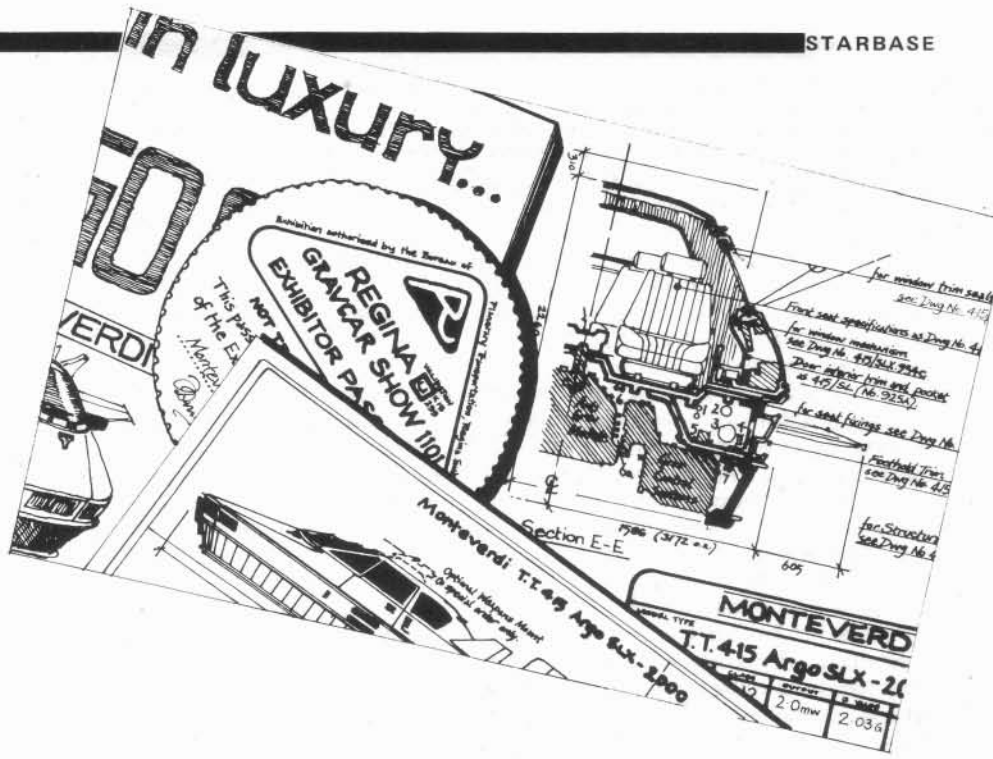
Spells: 1st level; *command, cure light wounds, detect evil, detect magic, protection from evil, remove fear, resist cold*. 2nd level: *hold person* x 3, *know alignment, resist fire, silence 15' radius*. 3rd level: *animate dead, continual light, dispel magic* x 3. 4th level: *cure serious wounds, neutralize poison, protection from good 10' radius, sticks to snakes*. 5th level: *flame strike, slay living*. 6th level: *blade barrier*.

24. The Vent: Smoke from the altar fire escapes through this crack in the cliff face; climbers may note the fact on their way up.

This issue Starbase, *a regular department edited by Bob McWilliams looks at . . .*

STRIKER:

Design of Civilian Vehicles for Traveller



by Bob McWilliams

After wading through the *Striker* rules for 15mm figures combat, and seeing just how well it fitted in with the existing *Traveller* rules system, I decided to try and design a standard *Traveller* vehicle using the *Striker* rules. After a couple of false starts, I arrived at the 4-person, 4-ton pressurised gravcar detailed at the end of this article.

How well do the *Striker* design rules fit in with *Traveller?* Obviously they provide a lot more detail, on movement, power, weapons and armour. They are more restrictive (and more 'realistic') on exactly what can and cannot be fitted into a given size of vehicle. The rules work best in conjunction with *Book 4, Mercenary:* With Basic *Traveller,* my advice is to stick completely to one system or the other — either *Book 3* or *Striker* — to avoid Any discrepancies that might result from mixing the systems. In other words, your campaign should use either all *Traveller* vehicles, or all *Striker* vehicles.

Designing *Striker* vehicles takes time — over two hours per vehicle, about the same time as designing a starship in *Book 5, High Guard.* However, most referees will only need a half dozen or so vehicles to cover most situations — an unpressurised air/raft, a pressurised gravcar, a G-Carrier, a wheeled ATV, a tracked ATV, and a groundcar. The vehicle examples in *Striker* cover most casual military encounters.

Apart from standard vehicles, players should be able to invent other types for specific purposes by observing present-day commercial traffic. Such things as bulk chemical tankers, ore carriers, general-purpose grav freighters, high performance police patrol vehicles, fire and ambulance grav tenders, mobile cranes, repair and recovery tenders, building and excavating machinery, agricultural machinery (such as a grav crop sprayer); even such things as snowmobiles or radioactive isotope carriers — all these could be designed using the *Striker* rules.

Obviously there isn't much point in creating all these specialist vehicles unless they are going to be useful in your *Traveller* adventures, so they will tend to be designed as required — though some of them (such as grav freighters and police vehicles) will probably prove useful repeatedly.

All this of course is in addition to *Striker's* other uses to the *Traveller* referee in military combat — new and better defined equipment, and vehicle movement rules. This is not a separate game system, but very much an expansion of the existing *Traveller* rules.

Just to get you in the mood, let's have a little *Striker* design competition. Think up a specialised civilian vehicle and design it according to the *Striker* rules, with the results tabulated in the standard format used in *Striker Book 3,* pages 29-30. Plans and sketches would be an advantage, and entries will be judged on originality, suitability for its stated purpose, and adherence to the design rules. The winner will receive a special box of *Citadel's* 15mm *Traveller* figures, made up of the winner's choice of any 20 figures from the *Traveller* range — your chance to make up that special army unit or adventuring party. Closing date for entries is September 7th 1982. Have fun! ■

MONTEVERDI T.T.402 Athena SL-2000

The vehicle is a four-seat civilian gravcar. It is unarmed in the SL version.

Height: 1.5m. Width: 2.5m. Length: 7.5m.

Total usable volume: 14.0625m^3. Weight: 13.68 tons.

Tech level: 13. Price: Cr232,129.

Full Load Performance: Maximum, 540kph; Cruise, 405kph; NOE, 135kph; Range, 61,357km at Cruise speed.

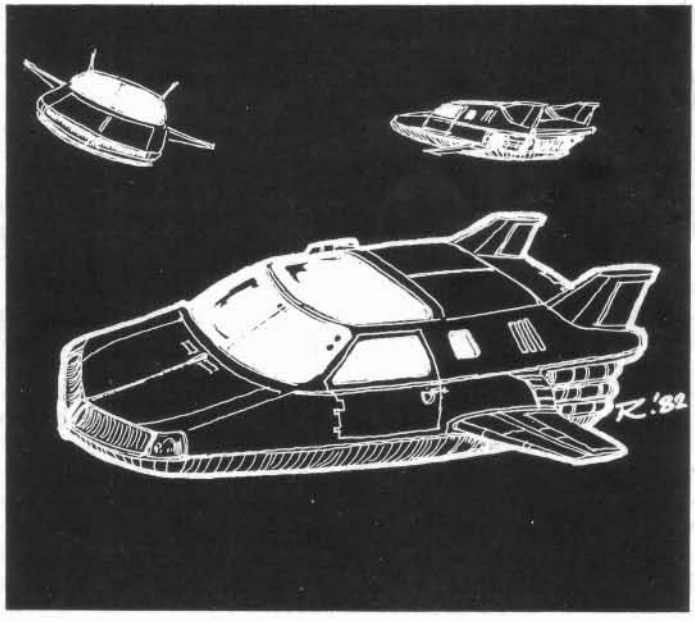
Power: 2 megawatt fusion power plant consuming 3 litres fuel per hour; fuel capacity is 500 litres, giving endurance of 166.6 hours. Grav generators produce 20 tons thrust, 0.46G available manoeuvre.

Armour Ratings: 1 on all faces.

Target Size DM: +2 low.

Equipment: Seating and life support for 4 persons; sealed environment. Intake compressors. 200-power radio, TL 13 avionics. 4m^3 (4tons) cargo space. Floatable.

Weapons: None.



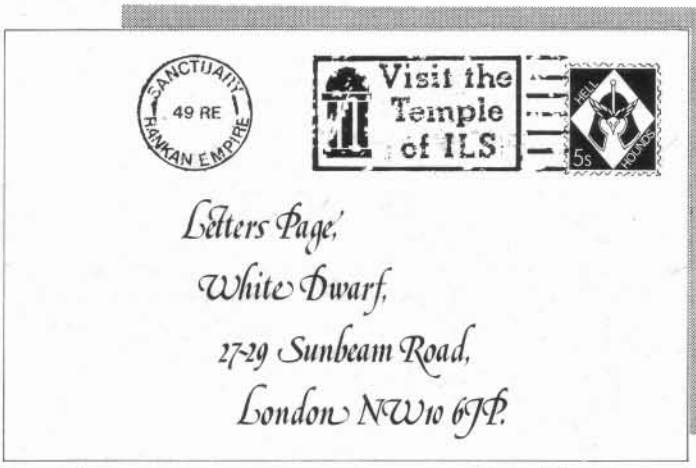
Dear *WD*,

I was very pleased to read of two new developments in recent issues of *White Dwarf*, namely computers and *Tunnels & Trolls*. I feel that both of these are worthy of more attention.

Fantasy Wargaming involves a lot of written material which must be revealed to players only in small packages. The job of handling this material, usually designated to referees, is eminently suitable to computers. They can store a tremendous amount of information and manipulate it quickly, quietly and efficiently. Although there is not the fun of interaction with a human referee, many human failings are also avoided. A computer cannot accidently drop hints or forget anything, players really are kept in the dark!

Lastly may I say how pleased I am to see an article on *Tunnels & Trolls*. This is a simple game system, but ingenious, cutting down the rules so players can get on with what they want to do – role-playing. I think that many games systems involve too many unnecessary rules; after all if a dungeon is intelligently written, reference to any rules can be kept to a minimum.

Yours sincerely,
Matthew Haas, Dorset.



Dear *WD*,

I say keep the microcomputer out of *White Dwarf!* There are plenty of zines for computerniks as it is.

More importantly, I think you are trying to be all things to all men. The old jibe that *WD* was a *D&D* magazine is no longer true, fortunately, and since there is a reasonable crossover between *D&D* players and other FRPs – especially *Traveller* and *RuneQuest* – you can get away with that. *WD* is a magazine for role-playing, and I'm not convinced that enough people have home computers for it to be worth having a whole page devoted to them. Or that the page would be useful to people like me who don't have one. Or that computer games and role-players are that much connected. It would make more sense to have articles on SF/F boardgames, which are owned and played by many more FRP gamers.

Finally, the suspicion crossed my mind that you might just be putting in a computer page so that there would be enough material for *WD* to go monthly. I, for one, would rather have a good *WD* once every two months than a mediocre one every month. If you find most *WD* readers want a computer page, fair enough; but please don't have one just to be trendy or to fill up space. Keep up the high standards, please.

Yours from the barbarian Rim Worlds,
Andy Slack, Staffs.

–Actually, we've had a big response on the computer front (thank you out there) which was 2:1 in favour of a department and as your obedient servants we shall start a department called Microview, *which will appear on a bi-monthly basis. And it certainly won't be there to fill up space! We've got quite a lot of good material waiting to show you all.* *–Ed*

Dear *WD*,

I thought 'Arms at the Ready' in *WD31* was an excellent and very useful article for those hard pressed DMs desperately searching through a morass of tables to find what you've neatly summarized on two pages. But why, why did you leave out the longsword? I can see you had limited space in which to fit weapons but the longsword is, after all, undoubtedly the commonest weapon used by players of *D&D* (and NPCs for that matter). Otherwise a good issue.

Yours in perplexity,
Richard Meadows,
Manchester.

–Ah! You spotted our deliberate mistake! Well actually we do have to admit to a crass error here on our part. But fear not – such obvious omissions will be included in Arms at the Ready Part II, *another page of weapons to appear in* WD33. *–Ed*

Dear *WD*,

Oliver Dickinson asked for readers' opinions on his stories in *WD30* and 29, and I'd like to send along mine. I hope he isn't prone to swelled heads, but I thought they were exceptional (especially *Lucky Eddi*). The tales carried the feel of reality in them, and were very satisfying reading. I look forward to seeing further 'one-page stories' by him or any other writers who can continue his standard.

Enough buttering up. There was a typesetting error, I believe in the *Androids in Traveller (WD30)* article; starting at age 54 and every four years thereafter, an android must make two throws of 9+ to prevent strength and endurance from dropping two points, and two throws of 10+ for dexterity and intelligence to keep them from dropping two points each as well. At age 64 and every four years after, all four saving throws (strength, dexterity, endurance, and intelligence) must be made on an 11+ to prevent a loss of two points each.

I was stunned by Ian Livingstone's announcement in *WD29* that apparently no one could think of any new role-playing games they'd like to see out on the market. Most role-playing games currently on the market fit well within one of the following categories: Historical (usually American Western or Caribbean Pirate), Fantasy (magic-orientated), Post-Holocaust (usually atomic), Science-Fiction (space-opera, starship & raygun), Horror/Supernatural, Comics/Superhero, and Espionage/Detective, examples of which may be found in any games shop. These categories of games have just barely scratched the surface. Consider some of the following possibilities: Historical – Besides being a pirate or gunfighter, one could also be an adventurous Roman, battling barbarians and driving chariots, all for the glory of the Empire. One could also go adventuring as an American Indian, an Aztec, a Pacific Islander, an imperial Chinese, a Masai warrior, an Arab tribesman, a Celt or Viking, or even as a Cro-Magnon cave dweller. Historical games offer the interesting possibility of actually meeting famous people, taking part in famous events, and maybe becoming famous yourself and changing history a little (or a lot).

Fantasy – A lot of people seem to feel that all fantasy games aren't complete without hobbits or elves or dwarves in them, though there are at least a couple of games that are of excellent quality and have no such beings in them. New games could be devised around the glory and decadence of Atlantis, or the fading majesty of its last island, Poseidonis. The literature is unbelievably rich. Recent fantasy novels like *The Chronicles of Thomas Covenant the Unbeliever*, by Stephen R Donaldson, *The Earthsea Trilogy* of Ursula K LeGuin and *Glory Road*, by Robert Heinlein are good examples of potential role-playing games. Any bookshelf holds at least a dozen more such good ideas.

Post-Holocaust – there are some exciting options that players might find challenging and worthwhile. One could resurrect the old *Planet of the Apes* movies and books, or check out Sterling Lanier's *Hiero's Journey*.

Science-Fiction – As with the section on fantasy games, this field has only been slightly scratched: *I, Robot*, by Isaac Asimov, *The Lensman and Skylark* series of E E 'Doc' Smith, *Outland*, by Alan Dean Foster, and so many, many more. Characters could become robots, mutants, androids, cyborgs, clones, colonists, warriors, scientists, *ad infinitum*. One could even become a cybernetic tank (a la Keith Laumer's *Bolo*), learning new tactics, battling aliens and rebels across the galaxy, and actually develop a personality for the dreadnought.

Consider the possibilities and check with your friends. Maybe they have some ideas for new game systems of their own. And maybe you could produce something for the games shops to stock, for reviewers to rave or squabble over, and for magazines to devote columns to. As for me, I've got my own ideas. . .

Yours,
Roger Moore, Kentucky, USA.

RuneRites *is a regular department for* RuneQuest *edited by Oliver Dickinson, who this issue presents a new* RQ *monster. There will be other new monsters, or variants in the future.*

The Cyclops

by Jim Sizer

One-eyed and horned giants, cyclopes are extremely Chaotic (normal giants are tied to the Rune of Disorder). Like ogres, they are said to have derived from a group which took the cause of Chaos wholly to heart; this, together with a curse from the trolls, gave them their present form. They consider their horn a blessing from the Chaotic spirits that they serve.

STR: 3d6 per 2m of height + 18
CON: 1d6+12
SIZ: 3d6 per 2m of height + 18 (max 12m = 18d6+18)
INT: 2d6
POW: 2d6+6
DEX: 3d6
CHA: 2d6
Move: 12
Hit Points: 19-33 average
Treasure Factor: 14-60 average
Armour: 8 point skin; they rarely use armour, its manufacture being beyond them but sometimes have armour captured from other giants.
Attacks: Tree-trunk/Maul (2d8 + damage bonus), 30-100%. Bite (only against opponent 50% of cyclops' size. 1d8+damage bonus), 30-100%. Gore (only against opponent 75%+ of cyclops' size; 2d10 + damage bonus, can impale), 30-100%.
Spells: Cyclopes know no magic, but love to hoard gems of all sorts, especially magical gems, and ofen have 1d10 matrices, 1d3 powered crystals, and 1d10 POW-storage/spirit binding crystals. They will attune the highest powered crystal of those they have. They defend against emotion affecting spells like *demoralize* and *befuddle* with their maximum possible POW (21, unless affected by a Chaos gift).
Chaotic Features: Roll percentile dice once on POW: POW x 5 or less gives one feature, POW as a percentage or less gives two.
Habits: Hoard magic items; like dwarf flesh.

*And now, for the interested, I present Griselda's (*WD29&30*) statistics. She, Wolfhead, and some of their tougher associates are booked to appear in the Pavis scenario-pack currently under construction, so in time you may all be able to have a crack at her; but I would advise against it, as it is generally agreed around and about that Griselda is pure poison.*

Griselda's Statistics

Griselda belongs to a Pavic family which moved to Alone in Sartar some time ago, and is indeed a remote cousin of Wolfhead's. She was invited to join the local Thieves Guild and served her 5-year apprenticeship, but did not commit herself as far as Initiate status. This is symptomatic of her detached attitude; though able to inspire liking in others quite easily, she has very few loyalties. After finishing her apprenticeship, she knocked about the Dragon Pass area for a few years, during which she gained much experience and further training in various skills, and made the acquaintance of Pikat Yaraboom, who took to her immensely; she found it politic to become a Lay Member of the Orlanth Adventurous cult, also the Geo cult, during this time. Learning of her brother's disappearance in the Rubble, she came to Pavis at the age of 24, almost broke but without debts; the cash and magic items shown come from her shares of the hoards of Lucky Eddi and Snargan Varsh (Javis Gan took most of the latter, as part of the deal).

STR: 12; **CON:** 16; **SIZ:** 7 — L 5/6 R
INT: 18; **POW:** 17; **DEX:** 19; **CHA:** 15 — 5/5 5/7 5/5
Short Sword: (1d6+1) SR5 100% Parry 90% Points 20 — 5/6 5/6
2H Short Spear: (1d8+1) SR3 75% Parry 65% Points 15 — TOTAL HPS:16
Dagger: (1d4+2) SR6 75% Parry 65% Points 12
Dagger: (if thrown, 1d4) SR0 40%
Dart: (2 owned, 1d6) SR0 95% Parry 30% Points 8
Knife: (1d6) SR6 60% Parry 40% Points 10
Small Shield: Parry 60% Points 8
Defence: 25%; **Move:** 8
(NB Griselda cannot and will not carry all of this. She will only wear armour and carry her spear and shield on expeditions; she may wear 1-point leather protection around town, will always carry her short sword, generally her dagger or knife and sometimes her darts as well).
Spells: *Healing 4, shimmer 2, countermagic 3, detect enemies, silence, mobility, invisibility, befuddle, bladesharp 2.*
Skills: Evaluate Treasure 40%; Climbing 65%; Hide Item 40%; Jumping 40%; Pick Lock 35%; Map Making 35%; Riding 30%; Swimming 40%; Set/Disarm Trap 50%; Listen 55%; Spot Hidden 50%; Spot Trap 45%; Tracking 25%; Camouflage 30%; Hide in Cover 55%; Move Silently 50% (-20% if in armour); Pick Pockets 45%; Oratory 35%; Bargaining 40%. Also Dancing 75%; Singing 40%.
Magic: 13-point POW-storage crystal (on chain around neck); ring with *speedart* matrix (on right ring-finger); gem worth 127L that is also a *disruption* matrix, set in band (on right middle finger).
Treasure: Cache: 150 Wheels. Carries 9 Wheels, 17 Lunars at time of writing (expenses about a Wheel a week, when she's in the money).
Languages: Speak Sartarite 90% (Read/Write 70%); Speak Pavic 75% (Read/Write 20%); Speak Tradetalk 55%; Speak Dark Tongue 60%; Speak Lunar 35%; Speak Tarshite 15%; Speak Praxian 5%.

For submissions to this column and mini-scenarios intended for publication in *WD*, the standard *RQ* deities, as published in *Cults of Prax* and *Cults of Terror* especially, may be used. Please avoid *new* cults which depend on the established, or are for specific groups like the Dragonewts or Tuskriders of Dragon Pass or for groups presently unprovided for (like the Mostali), as well as *specific* settings for any scenarios (for this reason, it may be best to avoid Lunar worshippers unless they have wandered far afield). This includes the *Blank Lands (WF 11)*, which are for your private use, not for publication.

For large scenarios, which we will incorporate in our *Questworld* continent, you may use all the *Gloranthan* peoples (including Dragonewts) and most of the standard cults, *but anything which is specific to* Gloranthan *history must be avoided.* This includes everything to do with the Red Goddess and Lunar Empire, Nysalor/Gbaji, Pavis, Geo, the full Thanatar cult (because it was reunited in historical time; but Than may be worshipped), and would probably affect a number of sub-cults, also the way Yelmalio has been developed. It will be possible to develop new cults for *Questworld* scenarios, and the continent is large enough to accommodate areas which do not worship the *Gloranthan* deities at all; I would suggest caution, and a degree of vagueness, about this, since we are still trying to work out the mythological justification for having the *Gloranthan* gods in *Questworld*. We are informed that even the nomad gods Waha and Eiritha may be used, though I have some reservations about Waha; comaparable deities would certainly have existed, however. We hope to have some more information on setting *RuneQuest* in our *Questworld* continent available. If you want rulings on specific points on material for *WD* or *Questworld*, write to me. ■

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, a look at some . . .*

LITTLE THINGS

This selection features monsters that are all on the small side, though they are not necessarily low level. Incidentally, I have decided to drop the *Monstermark* listing. There are two reasons for this. First, the original article was in the now-out-of-print *WD's 1–3* and, although reprinted in *The Best of White Dwarf: Articles*, many readers were unaware of its meaning. Secondly, the XP system in *AD&D* has since made the *Monstermark* virtually redundant.

GREATER RAVEN
by Roger E Moore

No. Appearing:	**2 – 20**
Armour Class:	**7**
Movement:	**3"/24"**
Hit Dice:	**1d8 - 1**
Treasure:	**K, L, M, Q in nest**
Attack:	**2 claws for 1 – 3, or peck for 1d4**
Alignment:	**Neutral (some with good or evil tendencies)**
Intelligence:	**Very**

Though slightly larger than normal ravens, greater ravens are only 5% likely to be distinguished by a casual observer. They are very intelligent and can speak one or two languages besides their own avian tongue. They fly so silently and can conceal themselves so well (even in flight) that they will surprise opponents on a 1-5 on a d6; if they do surprise someone, they will rarely attack, preferring to hide and listen in on any conversation out of curiosity. They prefer to hide in shadowed places (90% success) becoming virtually invisible.

These ravens are quite glib of tongue and like to talk to anyone who will listen. Because of their habit of eavesdropping, they make good sources of information about otherwise unknown occurrences, though they will always charge a gem or gold piece for the data. They have often been used to good advantage as spies or messengers. Good aligned ravens prefer to work for humans or dwarfs, while the evil ones have been seen with goblins, xvarts, orcs, hobgoblins and their ilk. Truly neutral ravens enjoy associating with most humans and druids. A greater raven can carry up to 10gp weight (1lb) in flight without slowing, and twice that amount at half speed. Their memories are quite good, though they might pretend otherwise.

NIGHTLING
by Phil Masters

No. Appearing:	**5 – 20**
Armour Class:	**4**
Movement:	**5"/16" on bats**
Hit Dice:	**1 – 3 hit points**
Treasure:	**G + 50% chance of map (60%) or scroll (40%)**
Attack:	**Darts for 1pt + paralysis, spells**
Alignment:	**Neutral evil**
Intelligence:	**Average – very**

This race has reptilian features, dark green scaly skin, large luminous eyes, and webbed claws and are only 8-12" tall. They have a limited chameleon property (as Hide in Shadows) that allows them to blend into backgrounds with 70% chance of success.

Nightlings are cave-dwellers who rarely venture into the open and then only to raid on the darkest nights. They fight at -4 to hit in full daylight, but can tolerate lesser illumination and possess superior infravision. They generally ride giant bats of the ½-dice variety (see the *Fiend Folio*), which fight for them should their opponents succeed in forcing melee, but they prefer to attack from a distance. Each nightling carries six or seven tiny, weighted, stone darts which they can hurl from up to 2" range with full accuracy and from 2-4' at -3; a hit does but 1 point of damage, but the darts are drugged; a victim must save vs poison or be *paralysed* for 3-18 rounds (3-12 if constitution is 14+). In addition, each nightling can use the following magical powers once per day, and one per round (when it is not hurling a dart): *regenerate 1hp, detect magic* (3" range), *pollute water* (up to 1 gallon), *darkness* (3" range, 10' radius), and *audible glammer* (as an 8th level MU).

Any nightling group will have an additional leader with 4hp, riding a bat of the 1-die variety, who has all the powers above but who can use each such *twice* per day and the following, at 8th level power, once each: *dispel magic* and *magic missile*.

Nightlings speak only their own tongue, but can communicate with jermlaine, mites and snyads. They will attack any race save trolls, troglodytes and others of reptilian descent, as they love to drink the warm, fresh blood of men and their like.

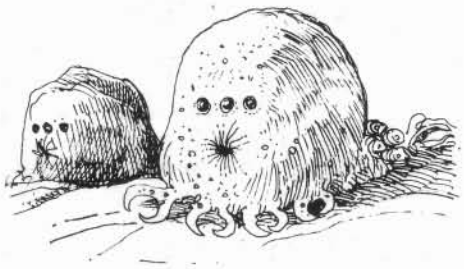
Note: Unless aimed specifically at one or the other, a blow aimed at a bat-and-rider is 50% likely to fall on the nightling and 50% on the mount. The weight of the former prevents the latter from flying skilfully enough to achieve its usual avoidance of missiles. A *dismounted* nightling is a very small target for spells that normally do half damage if a save is made, and so will take *no* damage in such an eventuality.

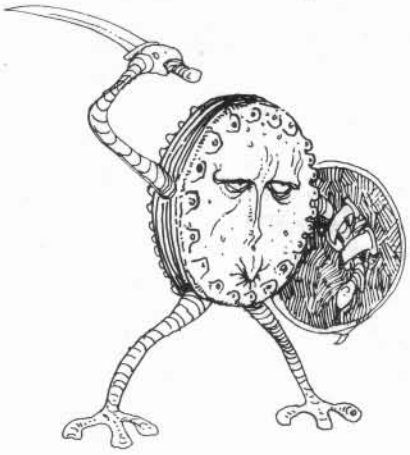
QOTHE
by Bob Greenwade

No. Appearing:	**20 – 80**
Armour Class:	**5**
Movement:	**10"**
Hit Dice:	**2d4**
Treasure:	**I, N, Q**
Attack:	**4 pincers for 1d6 each and bite for 2d4**
Alignment:	**Neutral**
Intelligence:	**Animal**

Qothe (pronounced Ko'thuh) are very rare creatures, mostly found in swamps, jungles, and underground complexes, though there have been reports of a desert species. They appear as nearly shapeless blobs of white, hairless protoplasm, with a round mouth, three beady eyes, and four red pincers at one end, and waste-deposit and sexual organs at the other. They are rarely longer than 1½' with pincers extended, their mass being about twice that of a human head. Their normal mode of travel is by bouncing, necessitating their tough skin; they can also crawl at a rate of 2".

Qothe are almost always met, whether wandering or in their lair, as a whole group of about 50 called a *bannner*. Smaller *tags*





(2-16) of qothe have been sighted though. A tag or banner seems to have a collective mind, but this has not been established.

All qothe (except the conjectured desert species) need a body of water from which they must drink their own volume of water each day to maintain their bouncing ability. They do not enter the water very far as they cannot swim. They usually feed on fish and crustaceans, but will attack on sight anything that bleeds. They are a favoured dish of lizardmen, some tribes even preferring qothe to human flesh.

A qothe body can be sold for 100gp to an alchemist, as parts of it have value in the making of potions and other magical materials – the powdered flesh is used in the making of magical leather armour, the blood is an important ingredient in most *potions of extra-healing*, and the eyes, beaten into a single entity and dehydrated, can be used in a *potion of treasure finding* or as the material component for a *wizard eye* spell.

They have the innate (and unexplained) ability to 'see' platinum and gems within 1,000' regardless of barriers of any sort. They are attracted to these materials which are always found in a banner's treasure. They also have 270° peripheral vision.

Some neutral magic-users have qothe as familiars. These MUs gain not only the qothe's hit points, but also the tough skin (-2 to AC), peripheral vision, and gem-and-platinum seeing ability. They can also jump five times their normal movement rate when not in combat.

WYRMLET
by Peter Ryding

No. Appearing:	**1 – 10 wyrmlings**
Armour Class:	**0/7**
Movement:	**6" + 1" per wyrmlet**
Hit Dice:	**1d8 per wyrmlet**
Treasure:	**M and Q per wyrmlet, X**
Attack:	**1/2 per wyrmlet for 1d6 + 1 per wyrmlet, plus disintegration ray**
Alignment:	**Lawful evil**
Intelligence:	**Fighter - low; magic-user - very; head - exceptional**

Although each wyrmlet is a separate being, they can combine to form powerful wyrmlings. Three types are definitely known: fighter – rare; magic-user – very rare; and head – very rare. Rumours persist of clerical wyrmlets, heads with psionic powers, and other class types.

Each wyrmlet is 3' high and has a flat, circular body with a near featureless 'face' on each side, two small boney arms and two similar legs. The mouth is simply a hole over which is a small cartilage protrusion. Suckers round the edge of each face enable them to attach to each other. It takes only one melee round for each join to take place. Due to the low intelligence of the fighters, the specialised 'head' wyrmlet (the only one with features on one of its faces) is required to organise the join. Once combined, the head is no longer essential to maintain coordination. They are usually encountered as wyrmlings of 6-7 wyrmlets, but sometimes with as many as 15.

A wyrmling fights and saves as a monster of hit dice equal to the number of its wyrmlets and has a cumulative magic resistance of 5% per wyrmlet. A wyrmling of 8 or more wyrmlets can vibrate its cartilage so as to cause a very low frequency sound wave. If a head section is controlling the wyrmling, this sound can be focused on a target. This acts as a *disintegrate ray* (2" range), but due to its unusual frequency, only metals are affected. The target must check all metal items against *disintegration*. As a full strength ray is only produced by a 15 hit dice wyrmling, saves are made at +1 per hit dice below 15 of the wyrmling.

Magic-using wyrmlets can use 1 spell level each turn for each MU wyrmlet in the wyrmling at twice that level of use. (Thus 3 MU wyrmlets in a wyrmling could each cast one 6d6 *fireball* each turn.) Though the MU and head wyrmlets use no weapons, most fighter wyrmlets use two. Some (30%) use a shield and one weapon.

The hard, chitinous outer rim and the head's face are AC0 and totally resistant to fire and cold. The soft faces are AC7 and are susceptible to all attack forms. A favourite tactic of a long (10+ hit dice) wyrmling is to encircle its victim.

MARA
by Simon Craddock

No. Appearing:	**5 – 30**
Armour Class:	**Body 8; wings 10**
Movement:	**12"/18"**
Hit Dice:	**1d8 + 3**
Treasure:	**J, K (M in lair)**
Attack:	**2 claws for 1d4 each and bite for 1d4 + poison**
Alignment:	**Neutral evil**
Intelligence:	**Low (high if magic-using)**

These 3' tall, winged humanoids, forgotten for centuries after their downfall at the hands of their sprite masters, inhabit caves deep beneath the earth. They have tough, grey skin and small black wings. This colouration gives them a 75% chance of surprise in dim light but only 25% chance in daylight. They have developed standard infravision (60') but in bright light they rely on their keen sense of smell. They attack with their two claws and a poisonous bite which causes nausea for 4-16 segments unless a save is made. The poison can be neutralised by *cure light wounds, neutralise poison, slow poison* and most other clerical *cure* spells. Due to the mara's small size, opponents hit at -3 with hand held weapons and -5 with missile weapons when a mara is in flight. When not flying, any to hit roll is at -1.

Each normal mara has a 5% chance of using magic and casting *heat metal, warp wood* and *summon insect* once per day with 20% chance of success. To cast a spell, a mara must first land.

All mara can speak common as well as their own tongue which is a perverted form of sprite.

Any hit that a mara receives has a 40% chance of hitting a wing (if aiming at a wing, -1 to hit but 60% chance of hitting a wing). If a wing is hit, the mara is forced to land and fight on foot. A mara is also forced to land if it has taken 50% damage.

All mara have 50% magic resistance to *sleep* and *charm* spells.

For each mara present there is a 5% cumulative chance that there will also be a mara warrior with 11HP, AC7, that does 1d6 damage with each claw.

Drug Use and Abuse in D&D

by Graeme Davis

This issue Treasure Chest *looks at some rules to cover the use of drugs in* D&D. *It is not intended to give a definitive list of drugs and their effects, but merely to establish a system within which the individual DM can treat the questions of drug use and addiction with regard to whatever drugs are available in his or her own world.*

PHYSICAL DETERIORATION THROUGH DRUG ABUSE

At each use of a drug a system shock roll must be made at an adjustment indicated in the drug's Abuse Modifier. A failed roll counts as one abuse point. Abuse points may be recovered at the rate of one per week, but with excessive use of a drug they can stack up quite rapidly, and give rise to the following physical effects:

Abuse Points	*Effects*
1-2	No effect
3	-1 Con
4	-1 Dex
5	-1 Str
6	-1 Int
7	-1 Con
8	-1 Dex
9	-1 Str
10	-1 Int
etc	etc

These effects are cumulative, of course, and last until the character's current Abuse Point total drops below the level required to sustain them.

ADDICTION

Each drug has a number expressing its addictive power. This is the number of occasions per week that a character who has been using this drug more than three times in the last two months will feel a craving for it. On each such occasion a saving throw vs Wisdom is necessary, at a penalty equal to half the addictiveness rating, rounding fractions up. Failure on this saving throw indicates that the drug will be used immediately if available or obtainable. If the drug is not obtainable in such a situation, the character is allowed a saving throw of 20 - Intelligence , modified upwards by one for each such occasion since the last 'fix', to avoid going insane.

For example, Alarond the magic-user has a taste for black lotus, which has an addictiveness factor of 7. Thus, he feels the need to use the drug once per day. His Wisdom is 15, so that he needs 11 or less (15 - 3½ = 11½) on his Wisdom save to fight off the urge. His Intelligence is 19, so that on the day his supplies run out and he learns that his pusher has been arrested, he has to throw 1 or better to avoid cracking up. On the second day, he should be able to fight off the need, and on the third day he needs to roll 2 or better, on the fifth day, 3 or better, and so on. After three weeks of deprivation, he needs an 11 or better, after five weeks an 18, and if he can't find a supplier soon, he's got real problems.

Insanity due to drug deprivation will last for a number of weeks equal to half the number of months for which the character has been using the drug, and may be alleviated by obtaining a 'fix' or by the removal of the insanity by a *remove curse* spell or similar, which will also lift the addiction. At the end of the period of insanity, if no new supply or cure has been forthcoming, the character must save against each characteristic in turn, losing one point permanently wherever a save is failed, but is thereafter cured of the addiction by the 'Cold Turkey' process.

Another aspect is the legal and social outlook on drugs and their use; in certain historic cultures it was expected. As for legal attitudes and repercussions, much depends on the setting – black lotus or dream dust or whatever, would probably be easier to obtain among the fleshpots of Shadizar the Wicked than under the spires of Minas Tirith. This is a decision for the individual DM, as is classifying the various types of pipeweed and joy juice available in his or her world. There follow some sample drugs:

BLACK LOTUS

Abuse Modifier: -35% Addictiveness Factor: 7

The pollen of the Black Lotus is a powerful narcotic, inducing a cataleptic trance lasting from 1-6 turns, during which time the mind is apparently freed, and *Astral* travel and possibly communion with the outer planes may be undertaken. Because of the strength of the drug, on the first use a saving throw vs Constitution must be made to determine whether the user's body can stand up to the use of the drug; if this is failed, the user dies.

THE SNAKE PIPE

Abuse Modifier: -40% Addictiveness Factor: 9

The pipe is carved from the poisonous wood of the upas tree, and is fashioned in the shape of a coiled cobra. The drug comes in the form of small pellets of a greenish material, derived principally from cobra venom. The two poisons have the property of cancelling each other out, producing the 'drug' experience as a side-effect. Two pellets, when smoked in the pipe, will cause a light trance, three will blow the user's mind clean out of his or her skull (treat as *feeblemind* spell, save vs poison or effects are permanent), and four pellets will kill, no saving throw. As noted above, the drug is extremely addictive, and deprivation insanity takes the form of hallucinations of venomous snakes gathering round the addict; treat as the spell *phantasmal killer*, saving throw to disbelieve at -4. (From a collection of F&SF stories about drugs entitled *Spaced Out*, edited by Michael Moorcock, to which the reader is recommended).

YELLOW LOTUS

Abuse Modifier: nil Addictiveness Factor: nil

The pollen of the Yellow Lotus acts as a sleep dust (save vs poison applicable), rendering victims unconscious for 1-4 turns. It may be scattered over an area or blown from a tube at a specific target not more than 5ft away.

QUICKSILVER BERRIES By P Doyle

Addictiveness factor: 14. No Abuse factor is given as this drug has its own particular abusive effects.

The quicksilver berry is found growing in warm southern climates where it is cultivated as a valuable trade item. The silvery blue berry is about the size of a cherry but chewier and has both a bitter sweet taste and smell. If eaten it will give certain benefits to the person eating it, but it is addictive. Addiction will occur after 5 or more berries have been taken, but for every point of constitution over 13 an extra berry up to a maximum of 5 can be taken before addiction occurs.

Benefits to non-addicted beings: 1. +6 on dexterity (almost as *haste* spell). 2. +2 on hit points (due to nerves deadened to pain). These benefits last for 1 hour after which the following disabilities are suffered. 1. -4 on strength. 2. -3 on intelligence. Other factors are returned to normal.

Benefits to an addict: 1. +4 on dexterity. 2. +2 on hit points. These benefits last for 5 hours after which the following is suffered for 3 hours. 1. -2 on strength. 2. -2 on intelligence. 3. The loss of all spell using ability. Other factors are returned to normal.

If no berries are available when needed the following is suffered until the drug is obtained or 'cold turkey' is finished. 1. -6 on intelligence. 2. -7 on wisdom. 3. -5 on dexterity. 4. -4 on charisma. 5. -4 on strength. 6. -4 on consititution (-1 permanently).

Only one berry can be taken safely per 12 hrs. If more are taken then a saving throw vs poison must be made. If failed the taker is comatosed for 5 hours and suffers the normal penalties when woken. If the saving throw is made then benefits are doubled as are penalties. ■

Travellers take cover

One of the forthcoming releases from *Game Designers' Workshop* will be a hardcover book entitled *The Traveller Book*. This will contain rules from *Books 0, 1, 2* and *3* plus two adventure scenarios and appendices. Other *Traveller* items due out soon are: *The Solomani Rim* which details and maps the sector that includes the Earth; *Prison Planet, Adventure 8*, which details a prison colony complete with rumours, guards and other inmates designed for law-breaking adventurers who get caught; and *Divine Intervention/Night of Conquest*, a double adventure in which players are either hired to fake a message from a deity to help exploit a world ruled by a religious dictator or find themselves on a friendly planet only to end up in the midst of a hostile invasion.

Other up-coming releases from *GDW* are *Attack in the Ardennes*, a simulation of the Battle of the Bulge which builds on the fast-moving game system of *Soldier King*; and *1815*, a revised edition of the popular game covering Waterloo which has been out of print for some time.

All these products should be available in the UK soon.

REINCARNATION NOW POSSIBLE

In the new *Yaquinto* release, *Man, Myth and Magic, Advanced Game*, players reincarnate their character at the beginning of each adventure. In the *Basic MM&M*, players were gladiators, but now they can find themselves as shamans, sorcerers, barbarians, druids, etc. Backing up this development in *MM&M* are *MM&M Character Sheets* plus 7 adventure scenarios ranging from *The Glastonbury Labyrinths* to *The Egyptian Trilogy*.

All these should be available in the UK later this year.

WHITE DWARF

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See page 5 for details

VICTORY DECLARED

Following the take-over of *SPI* by *TSR Hobbies*, several members of the *SPI* game design team have left and formed their own company, *Victory Games, Inc.* The company will be based in New York. The 'think tank' of the company already comprises such luminaries as Mark Herman, John H Butterfield, Eric Lee Smith, Gerry Klug, and Bob Ryer. As yet no titles have been announced, but the first releases have been promised for the 1983 HIA show.

WONDROUS RELICS UNEARTHED

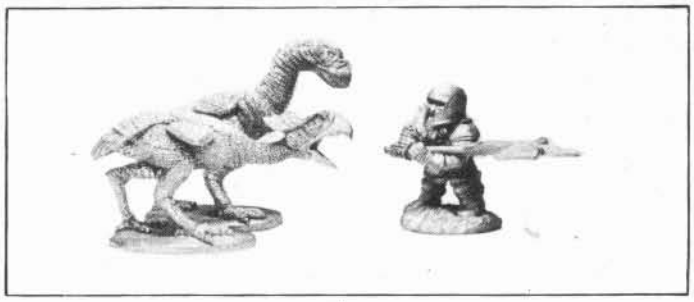
The latest releases from *Judges Guild* are now available. These are *Wondrous Relics*, a book detailing a large collection of awe-inspiring relics and artifactes with many magical powers designed for discovery in dungeons; and *Fieldguide to Encounters, JG's* first role-playing system in which players adventure though a fantasy world, encountering many new monsters and possible achieving godhood.

PHONEY STONES REVEALED

Phoney Stones is one of three solo *RuneQuest* adventures in *Chaosium's* latest release *SoloQuest*.

Other *RuneQuest* items expected soon from *Chaosium* are: *Dorastor*, a high-powered adventure for Rune level characters; and *RQ Campaign Maps*, a boxed set of seven maps detailing important areas of Glorantha.

Another role-playing game to be expected from *Chaosium* later this year is *Reckless Adventure* based on the pulp novels of the 30's. Rumour also has it that *Chaosium* have also acquired the game rights for *Ringworld* and *Lankhmar*.



CARNIVOROUS BIRDS ON THE LOOSE

One of *Citadel Miniature's* new releases, *FS53: Dwarf Guardsman*, is caught here in a close encounter of the bird kind, namely two *ES35's* (*Giant Carnivorous Bird*).

Among the other new releases from *Citadel* are *FS47: Grumpy Old Boozer* (left) and *FS45: Mysterious Stranger with Staff*.

Also available is the *Citadel Badge*.

THE FALKLAND CRISIS

No doubt many readers will have read reports concerning the game *War in the Falklands* published in America by *Mayfair Games*. This received a great deal of press in this country, notably in the Sunday Mail. However, *contrary* to the reports, *Games Workshop* have never imported the game and will not be importing it.

This was made clear before the newspaper reports were published and the only benefit *Games Workshop* were to glean from the episode was to discover how difficult it is in the UK to pin a libel suit on a newspaper for misreporting. The outcome was a short statement on an inside page retracting what had been a front page story.

ON THE CARDS

Fresh from *TSR* come the *AD&D Monster Cards*. There are four different sets, each containing 17 monsters from the *Monster Manual* and the *Fiend Folio* plus three new monsters. Each monster is depicted on one side in full colour with stats on the reverse.

TSR also have other products planned for release later this year. There will be four new minigames: *Iceberg; Remember the Alamo; Viking Gods;* and *Attack Force*. Two new role-playing games are expected: *Gangbusters* – set in the 20's and *Space Frontiers*. Each game has a *Module* scheduled for release. There will also be additional *Modules* for *Boot Hill, Gamma World* and *Top Secret. Fight in the Skies* has been revamped and will be released as *Dawn Patrol*.

There will also be several *D&D* and *AD&D Modules*, two of which are *D&D Module B4: The Lost City* and *AD&D Module N1: Cult of the Reptile God*.

MYSTERY OF THE DARK TOWER

Milton Bradley, who are better known for their family games, have ventured into the fantasy games field with their new game *Dark Tower*. This features an electronic tower which acts as referee-come-random decision maker. Players must ultimately capture the tower to win the game. *Milton Bradley* will be at this year's *Games Day* and will be featuring *Dark Tower* prominently. A free copy of this expensive game will be awarded to some lucky person in an as yet unspecified competition to be held at *Games Day*, which will be at the Royal Horticultural Society's New Hall, Greycoat St, London SW1 on September 25th and 26th.

NEXT ISSUE

Coming up in the next issue of *White Dwarf*, which is due out on the 1st September!, will be:

The Town Planner, Part 3: Running Towns and Cities; Arms at the Ready, Part 2 – more ready-to-use weapon tables; *Rumble in the Tin Inn* – a *RuneQuest* bar-room brawl scenario; *New Weapons for Traveller*; plus all the regular features.

CLASSIFIED

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Margate Wargaming Convention
The MWCA and National Wargames Championships present three days of varied wargaming, October 8th, 9th, 10th, Margate Winter Gardens. Admission free, everyone welcome. Details (SAE) 12 The Fryth, Basildon, Essex.

For Sale
For half price sale, inc p&p. Good condition – some never played. *SPI – WITL, S&S, Acre. FGU – C&S, S&S, Sourcebook. AH – Caesar, Starship Troopers, Magic Realm. TSR – EPT. Task FG – SFB* (boxed). Phone Littlehampton 23723, evenings only.

For Sale
Large number of FRP games, all types – *RuneQuest, EPT,* board games etc. All brand new. Send for list to James Roberts, 5 Wellington Drive, Greenmeadow, Cwmbran, Gwent. Tel: Cwmbran 67621.

For Sale
Space Opera, Supplements, board games. Phone Nuneaton 328824.

Tired?
Fancy a change from ordinary RPGs? Well, this ones for you. You can have more Power and Prestige. For more details write to Simon Wade, 236 Kingsway, Heighton, Liverpool. Also boxed *D&D* with Modules B1 and B2, Tegel Manor, Monster Treasure Geomorph collection, dice. Excellent condition – £15, or swap for *Traveller* and adventures, aids etc.

Computer Programmes
ZX81 16K gaming aids on cassette. SUBSECTOR: Space Travel universal generator, system & planet mapper, everything editable, saveable, etc. CHARACTERS: Fantasy PC generator, 20 editable saveable classes, etc. Both for most popular game types, but easily modified for others. The two plus two free bonus listings: £4.50 including documentation, p&p. Send cheque or PO to M L Rowland, 22 Westbourne Park Villas, London W2 5EA.

Wyrms Claw
Bi-monthly from Manchester the *Wyrms Claw* reaches out, now with Issue 10, at 75p inc p&p, £4 annual sub, from – 93 Norris Road, Sale, Cheshire, M33 3GS. Some back editions available.

Wanted For Games Day '82
We need referees for *AD&D, RuneQuest, Traveller;* clubs to run demonstration boardgames, tabletop games and computer games; individuals with good visual game proposals; and general helpers for 25th and 26th Sept. Some expenses paid plus free *Games Day '82* t-shirt. Please write to *Games Day '82, Games Workshop Ltd,* 27-29 Sunbeam Road, London NW10.

Abyss
You've seen many British fanzines. Now get America's No 1 fanzine, *Abyss.* Features include scenarios, creatures, classes, reviews, background, mythology, variants, and commentary. *Abyss* is £5.50 for 6 issues by air, or £3.50/6 by sea. A sample is 75+25p p&p. *Ragnarok Enterprises,* 1402, 21st St. NW, Washington DC 20036, USA.

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Time: Every Thursday, 7.30-11pm.
Place: Nalgo Club, 20 Lord St West, Blackburn.
Contact: G Pearson, 34 Beresford Rd, Blackburn, Lancs.
Tel: 665898.

SOUTHEND, ESSEX
The Magocracy
Games: *AD&D* and others.
Time: Sundays and evenings.
Place: Greenacres, Hockley.
Comments: 13-20 years.
Contact: Michael Peach, Greenacres, Hawkwell, Hockley, Essex.
Tel: Southend 203717.

BIRMINGHAM
Perry Barr Delvers Intuition Society
Games: Mostly Anything, although RPing preferrred.
Time: 2-10 every Sunday; 7-10 every Monday.
Place: 'Tennis Courts', Walsall Rd, Perry Barr, Birmingham.
Comments: Anyone welcome.
Contact: Stuart on 021 356 4650.

GLASGOW
Whitecraigs Fantasy Role Playing Group
Games: *AD&D, Traveller, Diplomacy* or anything.
Place: To be arranged.
Comments: Preferably aged 13-17.
Contact: Stuart Goldberg, 11 Neidpath Rd West, Whitecraigs, Glasgow or phone 041 639 4541.

We want to hear from you
If you run a games club or group we'd like you to drop us a line telling us when, where and what you play. Why? Because we want to publish a directory of UK Games Clubs in the *Games Workshop Mailing Club Newsletter.* A directory would make it easy for games groups to contact one another and enable us to keep you up-to-date with developments in your hobby – as they happen. Contact: *Games Workshop Club Directory,* 27/29 Sunbeam Road, London NW10.

CAMBRIDGE
The Cambridge Wargames Association
Games: *AD&D, RQ, Space Opera,* boardgames and anything brought along.
Time: 2-7pm Sundays.
Place: Barnwell Community Centre, Newmarket Rd, Cambridge.
Comments: All welcome, 12+.
Contact: Pat Wallis,
Tel: Taversham 2374.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

Postal Campaign
Applicants for God Empress of the World now being accepted. Also needed – Generals, Mercenary Captains and Orc Warlords. Aspiring tyrants from abroad please reply in English. For details send SAE to Don Hawkes, 38 Stephen Rd, Barneshurst, Kent.

AD&D West Midlands
14-yr old *AD&D* player seeks club in the Solihull area of W Midlands. Tel: 706 8640 & ask for Stuart.

Players Wanted
AD&D players required aged 16-21, Level 7 and above in Havering or near Eltham. Must be willing to travel to either place. Willing to play other games. Write to Mike, 2 Sowrey Ave, Rainham, Essex.

FRP Stoke
Does anyone else in this wilderness play *AD&D, RQ, Traveller* etc? Want to learn? Two aspiring 16-yr old DMs/players seek delving companions, age 15+, either sex, any alignment, Contact: Martin Wooliscroft, 12 Bellerden Lane, Norton, Stoke.

FRP London
Experienced *AD&D* player, interested in all FRP games, just moved to London. Would like to contact any FRP groups around. Contact: David Reynolds, 76 Argyle Ave, Hounslow, Middlesex, or ring 01-894 3384.

Help
Novice FRPer seeks group/club in region of Epsom, Surrey, will travel. Interested in *AD&D, Traveller* and others. Phone Epsom 21448, Saturdays 6pm onwards, and Sundays. Ask for Jerry.

AD&D Glasgow
DM, possessing *Judges Guild* campaign. Seeks male adventurers, age 13-17. Contact: Stuart Goldberg, 11 Neidpath Rd West, Whitecraigs, Glasgow, or phone 041 639 4541.

AD&D Leicester
Experienced player/DM (age 15) wishes to start a group to play in school holidays and at weekends. Also plays *RuneQuest* and *Dragonquest.* Contact: Alan at 25 Thurnview Rd, Leicester, or Tel: 0533 431285.

AD&D Brighouse
Small group of *AD&D* players seek yet more players to swell the party. 13-yrs+. Contact: Adrian, 3 Lower Finkil St, Hove Edge, Brighouse, W Yorks or phone Brighouse 710387.

TSR's Star Probe
Rulebook wanted. Reasonable price paid, @£5. Contact: Trevor Graver, c/o *GamesWorkshop,* 27-29 Sunbeam Road, Park Royal, London NW10.

Recruits Wanted
The Blue Regiment of the London Trained Bands (part of the Roundhead forces of the Sealed Knot English Civil War Re-enactment society) are looking for recruits anywhere in the country. Interested? Contact: Steve Payne, 98 Suffolk Rd, Barking, Essex.

Postal Fantasy Campaign
I am running a non-profit campaign (at £1/year for a minimum of 6 turns). If you are interested, please send an SAE to: C Gidlow, 21 Preston Ave, Faversham, Kent.

British Champions Association
Send SSAE for details for this new organisation dedicated to Superhero Role-playing to: *British Champions Association,* c/o Matthew Williams, 15A Redland Pk, Bristol. Watch for the new Champions 'zine.

RQ Epsom
Do you live in Cheam/Sutton/Epsom area and play *RuneQuest?* If so, contact: Ashley Holloway, at 74 Burdon Lane, Cheam, Surrey, SM2 7BZ or telephone 642 3618 Evenings.

AD&D Dorset
Would all and any clubs/players in the Dorset area please contact me as I wish to play or set up a club: J L Amos, 7 Church Hill, Woodlands, Nr Wimborne, Dorset.

AD&D Nuneaton
Overworked 3rd level druid and harassed DM seek adventurers in the Nuneaton area. Contact: Mike on Nuneaton 386430 or write to Flat 12, The Nook, Lutterworth Rd, Nuneaton, Warwickshire.

Wanted
D&D players in N Ireland, also *T&T* and any fantasy or SF RPGs or boardgames. Will pay fair price for *White Dwarf* issues 12-23. Write to Sathon, 79a Millburn Rd, Coleraine, Co Derry, N Ireland.

Help!
Soldier wants to join any F/SF postal games. Contact: 24607542 DVR Beavers, MMA Troop, 13 Squ, 8 Reg, RCT BFPO 17.

FRP Nottingham
FRPers wanted in Beeston/Chilwell area of Nottingham. I run *Traveller* and *Bushido* and need players. I also play any FRP. Contact: Chris Forman, 1 Stonelergh Close, Chilwell, Nottingham. Tel: 258891.

Ideas on AD&D/Traveller?
Then males/females aged 13-16 write to Pied Shark, 140 Huish, Yeovil, Somerset.

Hello!
Lonesome DM requires accomodating, attractive adventurers, M/F to start a long term progressive dungeon campaign. Well experienced in *AD&D.* Thugs, thieves and assassins welcome. Contact: Mark Simmons, Tarn Howes, The Aquaduct, nr Dawley, Telford, Shropshire, or Tel: 591321.

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WHITE DWARF

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Please rate each *of the following on a scale of 1-9.*
1 = Sorry, this would be better off in a black hole!
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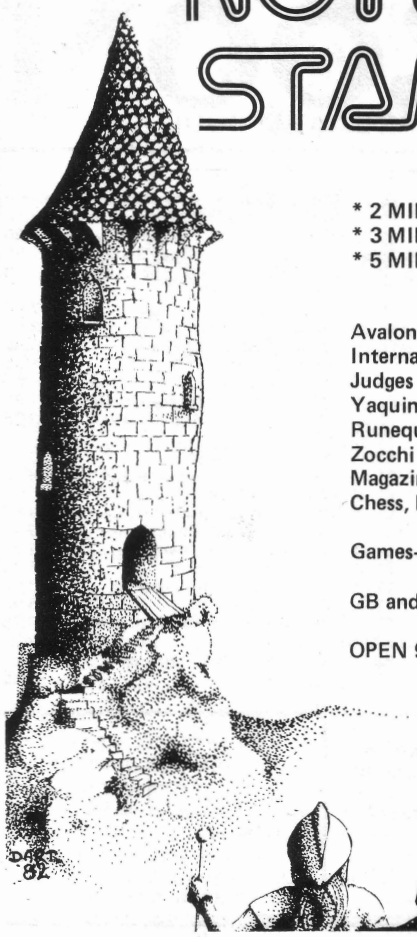

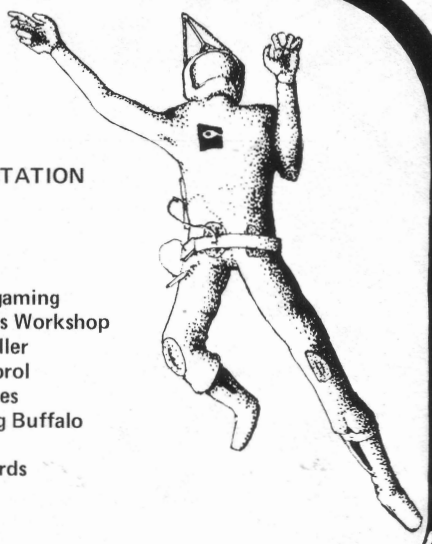

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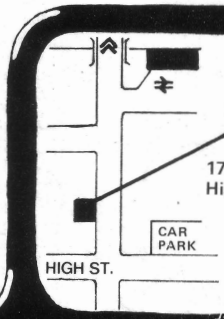

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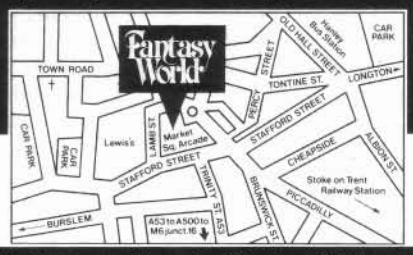

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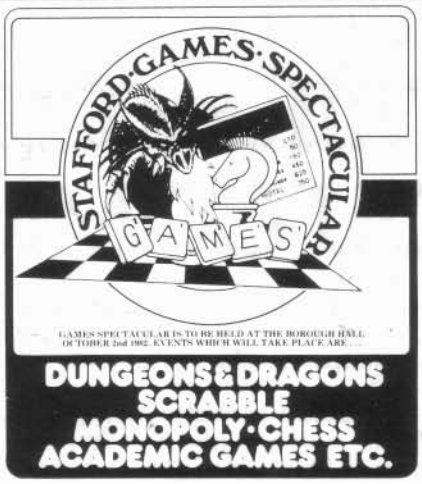

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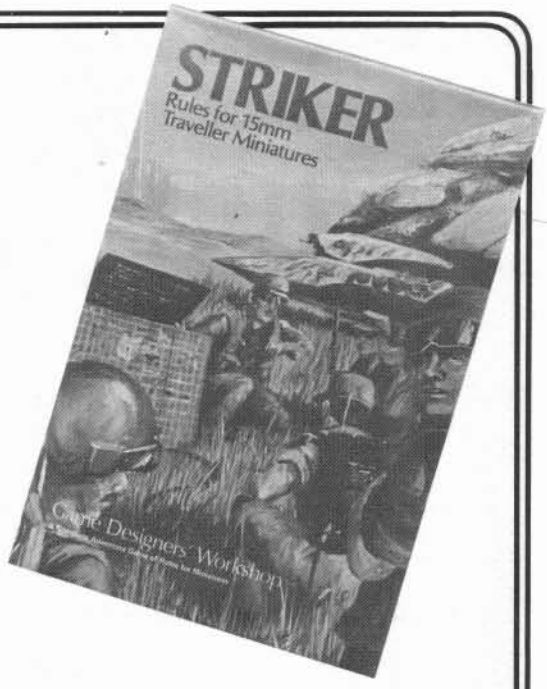

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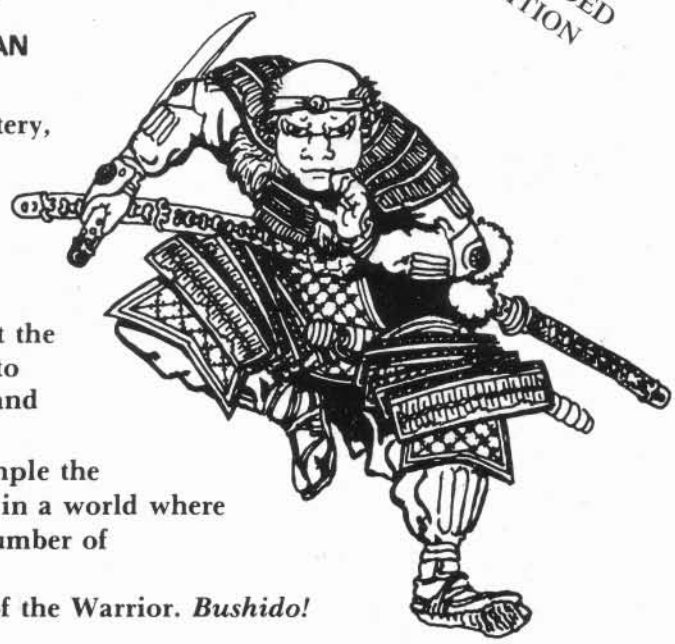

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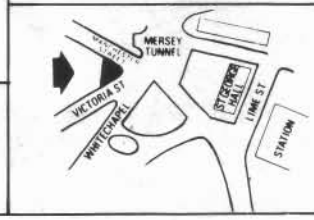

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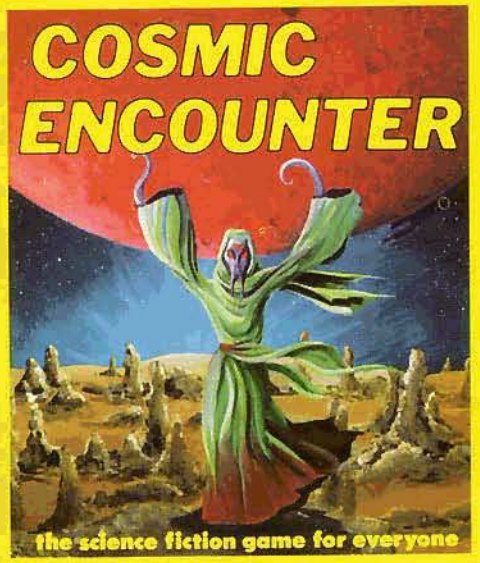


In **Cosmic Encounter** you become one of 15 Aliens — challenged to think like an Alien and respond to other Aliens, each with a **unique power**. You start on a home planet system and expand toward universal dominance.

Other alien intelligences stand in the way. Some might become your allies, and with others you can make beneficial deals. But some will oppose you with all the strength of their mysterious powers.

To aid you in this quest, you will have your own unique, special power. How cleverly you use it in each encounter will shape your cosmic destiny.

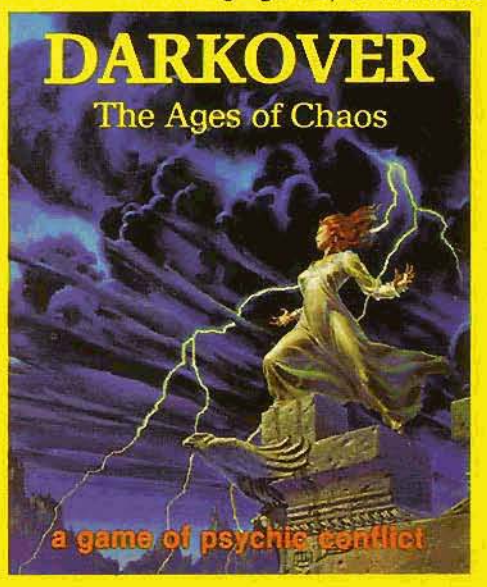
The countless Alien combination make each game an entirely new experience. Shifting alliances and fast-paced action keeps everyone intently involved.

Be warned: This is a highly social game. You won't want to put it back in the box.

Expansion Set 1: Contains pieces for a fifth player and 10 new Aliens.
Expansion Set 2: Contains pieces for a sixth player and 10 new Aliens.
Expansion Set 3: Contains nine new cards and 15 new Aliens.
Expansion Set 4: Contains 50 Flares and rules for 7 and 8-player games.
Expansion Set 5: Contains 100 Moons (especially enhancing 2-player games).

Expansion Set 6: Contains 10 new Aliens and the Cosmic Economy — Lucre!
Expansion Set 7: Contains 14 new Aliens

• For 2, 3, or 4 players. • Short, clear rules • Average game, 45 minutes



On a beautiful alien world, a race of telepathic humans control elemental energies which can destroy their planet in this game based on the best-selling novels of *Marion Zimmer Bradley.*

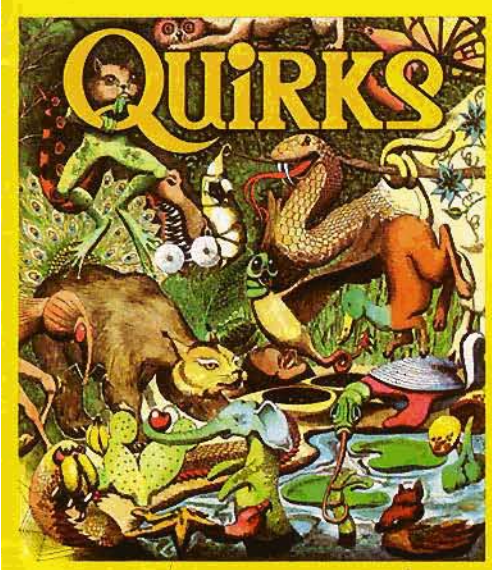
In **Darkover**, players compete in fierce psychic struggles, and seek revenge by hurling deadly forces from the Overworld to destroy their enemies.

Daring strategies and unique psychic gifts lead to quick reversals of fortune, and players conceal their own feelings while luring their opponents into dangerous emotional outbursts.

The mysterious Ghost Wind unleashes bizarre human behavior and threatens to reveal players' secret desires. But mounting tensions are suddenly resolved in outbursts of laughter.

Darkover is both true to the spirit and text of Ms. Bradley's novels, and a new, exciting game on its own merits.

• For 2, 3, or 4 players • Short, clear rules • Average game, 1 hour



QUiRKS are hilarious-looking plants and animals you will create in this game of unnatural selection. Can you adapt yours to prevail in the rapidly shifting environments?

Icy forests, dry plains, sweltering deserts, steaming jungles, and oceans will test your **QUiRKS'** ability to survive. Traits valuable in one setting may be useless in another. New creatures constantly threaten to displace older, dominant ones.

Versality, bluff, luck and thoughtful strategy are required for your **QUiRKS** to thrive (and to force your opponents' into extinction).

Based on simple evolutionary principles, this game of humor and sudden upset appeals to young and old alike. Full color graphics on the 108 traits provide thousands of possible creations — making it interesting and fun for everyone. The strategic timing and balance make it a challenge for the most dedicated gamer.

Special solitaire rules provide an exciting 1-player game.

Simplified children's rules (7 to 11 years) provide a quick but stimulating introduction.

Expansion Set 1: Contains 36 new plant and animal traits and new climate ratings.
Expansion Set 2: Contains 36 new plant and animal traits and new climate ratings.

• For 1, 2, 3, or 4 players • Short, clear rules • Average game, 45 minutes

Cosmic Encounter, Darkover and Quirks are distributed in the UK by Games Workshop Ltd and are available in all good games and hobby shops.

DUNGEONS & DRAGONS NEWS

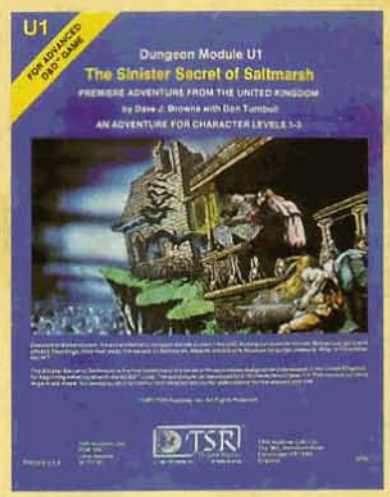
Premier adventure from the United Kingdom

Dungeon Module U1
The Sinister Secret of Saltmarsh

For character levels 1–3

Desolate and abandoned, the evil alchemist's mansion stands alone on the cliff, looking out towards the sea. Mysterious lights and ghostly hauntings have kept away the people of Saltmarsh, despite rumours of a fabulous forgotten treasure. What is it's sinister secret?

The Sinister Secret of Saltmarsh is the first installment in a series of three modules designed and developed in the United Kingdom, for beginning adventures with the AD&D™ rules. The adventure can be played by 5–10 characters. This module contains large-scale maps, full background information and detailed encounter descriptions for the players and DM.



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GAMMA WORLD™ Science Fantasy Role-playing game — Referee's Screen and Mini-Module

Included in this package are a durable referee's screen and an eight-page Mini-Module. The **Albuquerque Starport.** The screen contains the combat, hazard, and reference tables used most often by referees and players, arranged to make this vital information easy to use. The Mini-Module is a complete GAMMA WORLD adventure, in which players discover and explore an ancient starport buried in the desert sands.

BOOT HILL™ Wild West Adventure Role-playing game — Referee's Screen and Mini-Module

Fast paced gunslinging action will never bog down in a search for missing tables with the BOOT HILL Referee's Screen handy. Fourteen of the most-used tables from the BOOT HILL rulebook, are arranged on this durable playing aid. A special BOOT HILL adventure, **Shootout in Northfield and Other Famous Gunfights** lets players recreate the famous gun battle that destroyed the Jesse James–Cole Younger gang, plus six other famous showdowns.

TOP SECRET® Role-playing adventure game — Administrator screen with all necessary game charts and tables, plus one mini adventure module.

OPERATION: Executive One, Agents must rescue the President of the United States from a squad of corporate mercenaries.

Dungeon Module X2

Castle Amber

For character levels 3–6

Trapped in the mysterious Castle Amber, you find yourselves cut off from the world you know. The castle is fraught with peril. Members of the strange Amber family, some insane, some merely deadly lurk around every corner. Somewhere in the castle is the key to your escape, but can you survive long enough to find it?

This module contains referee notes, background information, maps and exploration keys intended for use with the D&D® Expert rules.

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